**B.SC. (A & G) SEM. – IV (OLD COURSE) (ANIMATION & GAMING) : SUMMER - 2018**

**SUBJECT : INTRODUCTION TO MOBILE PLATFORMS – II**

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| Day : **Wednesday** | **S-2018-1017** | Time : | **10.00 am to 12.00 Noon** |
| Date : **23/05/2018** | | Max. Marks : 40 | |

**N. B. :**

1) Attempt **ANY FIVE** questions out of **SEVEN**.
2) Figures to the right indicate **FULL** marks.
3) Draw neat and labelled diagram **WHEREVER** necessary.

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**Q. 1** Explain with diagram, the hierarchy and relation of all Java ME High-level and Low-level GUI components. Describe each component briefly. **(08)**

**Q. 2** Explain the features and relation between the following Java libraries – Java ME, Java SE and Java EE. Show relation diagram with configuration and profiles. **(08)**

**Q. 3** List and briefly describe ANY FOUR of the best practices and patterns to be followed while developing Java ME applications. **(08)**

**Q. 4** Explain any four features of Android platform for application development. Also explain benefits of android platform versus Java ME. **(08)**

**Q. 5** Explain the various aspects and importance of mobile client user-interface, with respect to the following: **(08)**

Application content – text, images, animation, audio and video.

**Q. 6** Write short notes on : **(08)**

**a)** M3G or OpenGLES in Java ME

**b)** SVG in Java ME

**Q. 7** Write a Java ME program to display an Image 'Smiley.png' at the center of canvas, with bold, underlined text. 'BE HAPPY' below the image. The MIDlet must also contain EXIT command for quitting the application. Also sketch the output screens. **(08)**

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