

**B.SC. (A & G) SEM. – III (ANIMATION & GAMING) (CBCS -
2015 COURSE) : SUMMER - 2018**

SUBJECT: MOBILE PLATFORMS AND TECHNOLOGIES

Day: Wednesday
Date: 30/05/2018

S-2018-0998

Time: 02.30 pm to 05.30 pm
Max. Marks: 60

N.B:

- 1) Answer **ANY SIX** full questions.
- 2) Figures to the **RIGHT** indicate full marks.
- 3) Draw diagrams **WHEREVER** necessary.

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- Q.1** Explain the evolution of mobile phone devices over the last two decades? (10)
Compare the specifications of feature phone versus smartphone device.
- Q.2** Describe the following component functions in a mobile device chipset (10)
hardware.
i) CPU ii) GPU iii) ROM
iv) RAM v) I/O interfaces
- Q.3** Describe the term- smartphone. Describe the architecture of a typical (10)
smartphone OS, with help of a diagram.
- Q.4** Describe the various configurations and profiles in Java ME platform. Also (10)
show relation diagram for the above.
- Q.5** Explain the following terms for Java ME platform (10)
i) LWUIT ii) Open GLES iii) SVG
iv) M3G v) MIDlet
- Q.6** Describe the architecture of Android platform, in detail with help of diagram. (10)
- Q.7** Compare any five features of Windows Phone and iOS platforms. (10)
- Q.8** Write Short Notes on: (10)
- a) VR in mobile devices
 - b) Gyroscope sensor in mobile devices

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