

**B.Sc. (A & G) Sem. – III (Animation & Gaming) (CBCS - 2015  
COURSE) : WINTER - 2018**

**SUBJECT : MOBILE PLATFORMS & TECHNOLOGIES**

Day : Saturday  
Date : 24/11/2018

**W-2018-1122**

Time : 10.00 am to 01.00 pm  
Max. Marks : 60

---

**N. B. :**

- 1) Attempt **ANY SIX** questions out of **EIGHT**.
  - 2) Figures to the right indicate **FULL** marks.
  - 3) Draw neat and labeled diagram **WHEREVER** necessary.
- 

- Q. 1** Describe in detail, Any Five best Practices for developing mobile applications and games. **(10)**
- Q. 2** Compare Any Five features of Android & iOS platforms, in detail. **(10)**
- Q. 3** Compare the Pros and Cons of BREW versus Java ME platforms. Also describe Any Four unique features for each of these platforms. **(10)**
- Q. 4** Compare the features of 2G, 3G and 4G mobile technologies. **(10)**
- Q. 5** Describe the following component functions in a smartphone chipset hardware: **(10)**  
i) GPU    ii) CPU    iii) RAM    iv) ROM    v) I/O ports
- Q. 6** With the help of neat and labeled diagram, describe the functions of various layers and components of smartphone operating system. **(10)**
- Q. 7** a) Describe the MIDlet life-cycle, with neat diagram. **(05)**  
b) Describe the deployment process of Java ME Application, with neat diagram. **(05)**
- Q. 8** Write Short Notes on: **(10)**  
a) 3D graphic libraries in mobile devices  
b) AR & VR applications in smartphones

\* \* \* \* \*