

**B.SC. (A & G) SEM. – IV (OLD COURSE) (ANIMATION &
GAMING) : WINTER - 2017**

SUBJECT : INTRODUCTION TO MOBILE PLATFORMS - II

Day : **Friday**
Date : **29/12/2017**

W-2017-0906

Time : **02.30 PM TO 04.30 PM**
Max. Marks : 40

N.B.:

- 1) Attempt **ANY FIVE** questions.
 - 2) All questions carry **EQUAL** marks.
-

- Q.1** With the help of neat diagram, describe the relation between the following J2ME classes – MIDlet, Display, Displayable, Screen, Canvas, form and Gauge. Also briefly explain each class.
- Q.2** Explain any eight feature differences between JavaME and Android.
- Q.3** Explain the various profiles and configurations of JavaME platform. Draw neat, labeled diagram to show the relation and organization of all J2ME profiles and configurations.
- Q.4** Explain with neat diagram, the packaging and deployment stages of a J2ME Application.
- Q.5** Explain the various aspects and importance of mobile client UI with respect to the following:
User (screen) experiences – Page layout, Navigation, Customization.
- Q.6** Explain in detail, the following best practices and patterns to be followed while developing J2ME applications:
a) Keep applications small.
b) Limit the use of memory.
- Q.7** Write a J2ME program to display an image 'Duke.png' on a canvas, positioned at the center of the screen. Describe all classes and methods used in the program.

* * * *