

**B.SC. (A & G) SEM. – III (ANIMATION & GAMING) (CBCS -
2015 COURSE) : WINTER - 2017**

SUBJECT: MOBILE PLATFORMS & TECHNOLOGIES

Day: **Wednesday**

Date: **20/12/2017**

W-2017-0891

Time: **10.00 AM TO 01.00 PM**

Max Marks: 60

N.B:

- 1) Answer **ANY SIX** questions.
 - 2) Figures to the right indicate **FULL** marks.
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- Q.1** Explain the term - Smartphone. Describe the architecture of a typical smartphone OS, with detailed diagram. **(10)**
- Q.2** Describe the following component functions in a smart phone chipset hardware - **(10)**
a) GPU b) ROM c) CPU d) RAM e) I/O ports
- Q.3** Describe the evolution of mobile phone/ cellular technologies over the last two decades. Show tabular representation for details like data speed, applications, etc. **(10)**
- Q.4** Describe the various Configurations & Profiles available in Java ME platform, along with relation diagram. **(10)**
- Q.5** a) Explain the MIDlet lifecycle, with neat diagram. **(05)**
b) Explain the deployment process of a JavaME app, with neat diagram. **(05)**
- Q.6** a) Describe the pros & cons of Qualcomm's BREW platform over Java ME. **(05)**
b) List the primary features of each of the latest Android versions (i.e. from version 4.x to 7.x). **(05)**
- Q.7** Compare Any Five features of Windows Phone & iOS platforms, in detail. **(10)**
- Q.8** Write Short Notes on - **(10)**
a) AR & VR applications in smartphones
b) Graphic libraries in smartphone platforms

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