Reg. No. : | | | | | | | | | | |

Question Paper Code: 36202

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2019

Sixth Semester

Computer Science and Engineering

01UCS602 - FUNDAMENTALS OF MOBILE COMPUTING

(Regulation 2013)

Duration: Three hours Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Define mobile computing.
2. Give the use of SDMA.
3. How to perform route optimization in Mobile IP?
4. Define Freeze TCP.
5. What are the types of Handover in GSM?
6. Define GPRS. What are the goals of GPRS?
7. What is count to infinity problem?
8. How VANET differs from a traditional MANET?
9. What are the disadvantages in the context of designing a mobile operating system?
10. How RFID is used in M-Commerce?

PART - B (5 x 16 = 80 Marks)

11. (a) (i) Explain the structure of a mobile computing application in detail. (8)

(ii) Discuss about the issues in wireless MAC. (8)

Or

(b) List the Wireless MAC issues and explain about random assignment and reservation based schemes with examples. (16)

12. (a) Describe briefly about the route optimization in mobile IP. (16)

Or

(b) Define TCP. Explain in detail regarding how to improve the performance of TCP. (16)

13. (a) Explain GSM System architecture and GSM protocol architecture in detail. (16)

Or

(b) Discuss GPRS architecture in detail. (16)

14. (a) Explain how dynamic source routing protocol handles routing. Give example. (16)

Or

(b) Explain in detail about distance vector routing protocol. (16)

15. (a) Describe M-commerce in detail and write it's pros and cons. (16)

Or

(b) Describe M-commerce in detail and write it's pros and cons. (16)