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Question Paper Code: 31262

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2016

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. What is MACA?
3. Explain the features of Mobile IP.
4. Define Freeze TCP.
5. Explain voice activity detection.
6. What is UMTS?
7. Define VANET.
8. How VANET differs from a traditional MANET?
9. What is monolithic kernel OS design?
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) Explain fixed assignment and random assignment schemes in detail. (16)
12. (a) (i) Explain about the mechanism in Mobile IP. (8)
(ii) Explain the route optimization techniques in detail. (8)

Or

- (b) Define TCP. Explain in detail regarding how to improve the performance of TCP. (16)
13. (a) Explain the GSM architecture in detail. (16)

Or

- (b) Explain UMTS in detail. (16)
14. (a) Explain the characteristics and applications of MANET in detail. (16)

Or

- (b) Explain in detail about distance vector routing protocol. (16)
15. (a) Explain in detail about the basic concepts of Mobile OS. (16)

Or

- (b) Explain in detail about the structure and applications of mobile commerce. (16)