Reg. No. : ☐☐☐☐☐☐☐☐☐☐

Question Paper Code: 36202

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2018

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 advantages of the Android over windows iphone?

10. How RFID is used in M-Commerce?

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) Discuss the structure of mobile computing application. (16)

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

Or

(b) List the reasons why ordinary TCP algorithms does not work for Mobile environments and explain the various TCP improvement algorithms adapted for Mobile networks in detail. (16)

13. (a) Explain UMTS architecture and its upgradation. (16)

Or

(b) Explain GSM system architecture in detail. (16)

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

Or

(b) Analyze traditional routing protocols with MANET protocols like AODV and DSDV protocols. (16)

15. (a) Explain in detail about the basic concepts of Mobile OS. (16)

Or

(b) Explain the principle functions of the operating system of a mobile device. Discuss how an example application can be implemented on a mobile device and the functionality of the specific operating system service that it makes use of. (16)

36202