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Question Paper Code: 46022

B.E. / B.Tech. DEGREE EXAMINATION, AUGUST 2021

Sixth Semester

Computer Science and Engineering

14UCS602 - FUNDAMENTALS OF MOBILE COMPUTING

(Regulation 2014)

Duration: 1:45 hour

Maximum: 50 Marks

PART A - (10 x 2 = 20 Marks)

(Answer any ten of the following questions)

- 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. What is UMTS?
- 12. Define VANET.
- 13. What is MACA

- 14. What is monolithic kernel OS design?
- 15. How RFID is used in M-Commerce?

PART – B (3 x 10= 30 Marks)

(Answer any three of the following questions)

16.	Explain in detail about Mobile Computing and Classify its various applications		
	and limitations in the real world scenario.	(10)	
17.	Explain the sliding window protocol in TCP/IP.	(10)	
18.	Explain in detail about GSM architecture.	(10)	
19.	Discuss DSDV routing in detail with a neat diagram.	(10)	
20.	Explain Android platform with its features.	(10)	