SRI VENKATESHWARAA COLLEGE OF ENGINEERING & TECHNOLOGY
(Approved by AICTE, New Delhi & Affiliated to Pondicherry University, Puducherry.)
13-A, Villupuram – Pondy Main road, Ariyur, Puducherry – 605 102.
Phone: 0413-2644426, Fax: 2644424 / Website: www.svcetpondy.com

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CS E84 MOBILE COMPUTING

UNIT-I

PART A

1. Define Mobile Computing.
2. Define Nomadic & Pervasive Computing.
3. What is MSS?
4. What is GSM?
5. Define AIN.
6. What is CTIA?
7. Define TDMA.
8. What is CDMA?
9. What is ETDMA & write its advantage?
10. Define spread spectrum modulation scheme.
11. Define IrDA.
12. What are the major categories of Wireless technologies?
13. What is poletop infrastructure?
14. What are the advantages of WLAN?
15. Define CDPD.
16. Explain mapping of the mobility.
17. Explain hand-held computers.
18. Define sub-notebooks.

PART B

1. Explain in Detail about Digital Cellular System. (2013 apr/may)
2. Explain the following in Detail. (2013 apr/may)
   (a) Palm-top Computers.
   (b) Hand Held Computers.
3. List out the Limitations of the Wireless and Mobile Environment. (2013 nov/dec)
4. Discuss about the Architecture of Wireless Mobile Computing with neat diagram. (2013 nov/dec)
5. Briefly discuss about the Wireless Network Technology. (2013 nov/dec)
6. Explain the Wireless and Mobile Computing Architecture. (2014 apr/may)
7. Explain briefly about TDMA,CDMA. (2014 apr/may)
8. Explain CDMA and Spread Spectrum in Detail. (2014 nov/dec)
9. List and discuss various wireless network techniques in detail. (2014 nov/dec)
10. Explain the basics of Digital Cellular Systems. (2015 apr/may)
11. Discuss about any four portable information appliances. (2015 apr/may)

UNIT-II

PART A

1. Define ITU.
2. Define UMTS.
3. Define ACTS.
4. Define pilot channel.
5. Define paging channel
6. Define synchronization & access channel
7. Define traffic channel
8. What is soft hand-off.?
9. Write the different types of interference.
10. Define Remote-Node
11. Define Client proxy
12. Define Replication
13. Define Adaptation
14. Define Agents
15. List out the adaptation strategies.
16. Define Universally Unique Identifiers.
17. Define WAP.
18. Define RM-ODP.

PART B

1 . Explain in Detail about the Third Generation Wireless Networks. (2013 apr/may) , (2014 apr/may), (2015 apr/may)

2.Explain the End User Applications. (2013 apr/may) , (2015 apr/may)

3.Illustrate the puppeteer Architecture and Explain in details about client application. Interacts with data servers through proxies? (2013 nov/dec)

4. Write short note on Unicast and Multicast discovery. (2013 nov/dec)

5. Explain in details about security mechanisms of three services Discovery frameworks. (2013 nov/dec)

6. Write notes on Mobility Middleware. (2014 apr/may)

7. Discuss the need for mobile agents and explain the components of mobile agent architecture in detail. (2014 nov/dec)

8.Explain the need for mobility support software and discuss end user application in detail. (2014 nov/dec)

UNIT – III

PART A

1. Define AMT.
2. Describe the SONY protocol.
1. What is MN (Mobile Node)?
2. Define HA (Home Agent).
3. Define FA (Foreign Agent).
4. Define distance vector algorithm.
5. Define Link state routing algorithm.
6. Define Mosquito Net.
7. What is IP-in-IP tunneling
8. What is dynamic source routing?
9. Define CDPD.
10. What is WDF?
11. What are MHF & SF?
12. Define M-ES & MD-IS.
13. Define MNRP & MNLP and writes its function.
14. Define MDBS.
15. Define GSN.
16. Define GPRS.
17. Define Deffie-Hellamn key.
18. Name the three research efforts that address QoS
19. What is MHP?
20. Define W4.
21. Define MOWSER.
22. Define caching.
23. What is Differencing?
24. Define protocol reduction.
25. Define Header reduction.
26. Define CSI & SSI.

PART B

1. Explain in Detail about the Mobile Internet Protocol. (2013 apr/may)
2. Explain in Detail about the Quality of Service in Mobile Networks. (2013 apr/may) (2015 apr/may)
3. (a) Write short notes on CDPD.(6)
   (b)Briefly discuss about Security and Authentication in Mobile Networking.(5) (2013 nov/dec)
4. (a) Write short notes on UMTS with Architecture. (6)
   (b)Discuss about the Mobile Access in World Wide Web.(5) (2013 nov/dec) (2014 nov/dec)
5. Discuss in detail about the application of GPRS. (2014 apr/may) (2014 nov/dec)
6. Explain the concept of Mobile IP with neat example. (2014 apr/may) (2014 nov/dec)
7. Compare and contrast Loose Source Routing Protocol and Mobile IP. (2015 apr/may)

UNIT-IV

PART A

1. What are the categories of mobile data access?
2. Define server-push.*
3. Define client-pull.*
4. What is rover
5. Define RDO & QRPC.*
6. What is mobile transaction?
7. Mention the difference types of Mobile Transaction.
8. Define atomic & compensatable transactions.
9. What is reporting transaction?
10. What is Co-transaction?
11. Define KT & JT.*
12. Define cluster.
13. What is m-degree relation?
14. What is hoarding?
15. What is semantic distance?
16. Define IOT.
17. What is Difference between Reporting & Co-transaction.

PART B

1. Explain in detail about the following . (2013 apr/may)
   Reporting and Co-
   (a) Transactions (4)
   (b) The Kangaroo Transaction (4)
   (c) The Clustering Model. (3)
2. Explain in Detail about the following. (2013 apr/may)
   (a) Isolation-Only Transactions (4)
   (b) The Two-tier Transaction(4)
   (c) Semantic-based Nomadic Transaction (3)
3. (a) Briefly explain about the Mobile Transactions.(5)
   (b)Explain about the Clustering Algorithms. (6) (2013 nov/dec)
4. (a) Discuss about 2-Tier Transaction model. (6)
   (b) Explain about Isolation Transaction levels. (5) (2013 nov/dec)
5. Explain briefly about kangaroo transaction model and Clustering model. (2014 apr/may) (2014 nov/dec)
6. Explain briefly about Isolation only and 2-tier transaction model. (2014 apr/may)
7. Explain Reporting and Co-Transactions Model and Semantic-based Nomadic Transaction processing. (2014 nov/dec)
8. Write short notes on Reporting and Co-Transactions and The kangaroo Transaction Model. (2015 apr/may)
9. Discuss about Isolation-Only Transactions and Semantic-based Nomadic Transaction Processing. (2015 apr/may)

UNIT-V

PART A

1. Write the advantage & disadvantage of the C/S model?
2. What is C/S model?
3. Define MCDS.
4. Define C/P/S model.
5. Write the functions of proxy.
6. Write the advantage of C/P/S model.
7. What is Static Agents?*
8. What is Mobile Scripts?*
9. What is MetaFrame?
10. Write the major categories of JAVA APIs and virtual machines.
11. Define MIDP.
12. DefineJXTA.
13. Define BREW.*
14. What is ADOCE?
15. Define SOAP.
16. What is a bearer network?
17. Define SMIL.*
18. Define microbrowsers.*
19. Define PPG.
20. Define PI.
21. What is Symbian?*
22. What is EPOC?*

PART B

1. Explain in detail about the following. (2013 apr/may)
   (a) Client/Server (6)
   (b) Client/Proxy/Server Model. (5)
2. Explain in detail about the following (2013 apr/may)
   (a) Disconnected Operation Model (3)
   (b) Mobile Agents (5)
   (c) The Thin Client Model (3)
3. (a) Write Short notes on Thin Client Model.(5)
   (b) Discuss about Client-Server Model. (6) (2013 NOV/DEC)
4. Briefly Explain about the Tools used in Mobile computing model. (2013 NOV/DEC)
5. Explain the following mobile Computing models : (2014 APR/MAY)
   (a) Client – server model
   (b) Mobile agent model
6. Explain the thin Client model and disconnected operation model. (2014 APR/MAY)
7. List Mobile computing models and explain any two models in brief? (2014 NOV/DEC)
8. Explain the Mobile development tools. (2014 NOV/DEC)
9. Compare the Client /Server Model with the Client/Proxy/Server Model. (2015 APR/MAY)
10. Give brief introduction to the following tools : Sybian and EPOC (2015 APR/MAY)

STAFF INCHARGE **HOD**