SYLLABUS

Course Code	Course Name	Credits
CSC702	Mobile Communication & Computing	4

Course Objectives (CO):

- To introduce the basic concepts and principles in mobile computing. This includes major techniques
 involved, and networks & systems issues for the design and implementation of mobile computing systems and
 applications.
- 2. To explore both theoretical and practical issues of mobile computing.
- To provide an opportunity for students to understand the key components and technologies involved and to gain hands-on experiences in building mobile applications.

Course Outcomes: On successful completion of course learner will be able:

- 1. To identify basic concepts and principles in mobile communication & computing, cellular architecture.
- 2. To describe the components and functioning of mobile networking.
- To classify variety of security techniques in mobile network.
- 4. To apply the concepts of WLAN for local as well as remote applications.
- 5. To describe and apply the concepts of mobility management
- 6. To describe Long Term Evolution (LTE) architecture and its interfaces.

Pre-requisites: Computer Networks

Module	Unit	Topics	Hrs.
No.	No.	Introduction to Mobile Computing, Telecommunication Generations, Cellular systems,	6
1.0	1.1	Electromagnetic Spectrum, Antenna, Signal Propagation, Signal Characteristics, Multiplexing, Spread Spectrum: DSSS & FHSS	
2.0	2.1	GSM Mobile services, System Architecture, Radio interface, Protocols, Localization and Calling, Handover, security (A3,A5 & A8)	10
	2.2	GPRS system and protocol architecture	-
	2.3	UTRAN, UMTS core network; Improvements on Core Network,	12
3.0	3.1	Mobile Networking: Medium Access Protocol, Internet Protocol and Transport layer	12
	3.2	Medium Access Control: Motivation for specialized MAC, , Introduction to multiple Access techniques (MACA)	A Second

(Book Code: MO81A)

Module No.	Unit No.	Topics	
	3.3	Mobile IP: IP Packet Delivery, Agent Advertisement and Discovery, Registration, Tunneling and Encapsulation, Reverse Tunneling, Routing (DSDV,DSR)	
	3.4	Mobile TCP: Traditional TCP, Classical TCP Improvements like Indirect TCP, Snooping TCP & Mobile TCP, Fast Retransmit/ Fast Recovery, Transmission/Timeout Freezing, Selective Retransmission	
4.0	4.1	Wireless Local Area Networks: Introduction, Infrastructure and ad-hoc network	. (
han see Si	4.2	IEEE 802.11:System architecture, Protocol architecture, Physical layer, Medium access control layer, MAC management, 802.11a, 802.11b	
· (21) 1897	4.3	Wi-Fi security: WEP, WPA, Wireless LAN Threats, Securing Wireless Networks	
	4.4	HiperLAN 1 & HiperLAN 2	
i eg ri i	4.5	Bluetooth: Introduction, User Scenario, Architecture, protocol stack	
5.0	5.1	Mobility Management: Introduction, IP Mobility, Optimization, IPv6	0
	5.2	Macro Mobility: MIPv6, FMIPv6,	120
	5.3	Micro Mobility: CellularIP, HAWAII, HMIPv6,	
6.0	6.1	Long-Term Evolution (LTE) of 3GPP: LTE System Overview, Evolution from UMTS to	10
	6.2	LTE/SAE Requirements, SAE Architecture	
	6.3	EPS: Evolved Packet System, E-UTRAN, Voice over LTE (VoLTE), Introduction to LTE-	
	6.4	System Aspects, LTE Higher Protocol Layers, LTE MAC layer, LTE PHY Layer,	
	6.5	Self Organizing Network (SON-LTE), SON for Heterogeneous Networks (HetNet), Introduction to 5G	
,		Total	52



UNIT

Chapter 1: Introduction to Mobile Computing

1-1 to 1-33

Syllabus:

Introduction Mobile Computing, Telecommunication Generations, Cellular systems, Electromagnetic Spectrum, Antenna, Signal Propagation, Signal Characteristics, Multiplexing, Spread Spectrum : DSSS & FHSS

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GSM Chapter 2:

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Syllabus:

GSM Mobile services, System Architecture, Radio interface, Protocols , Localization and Calling, Handover, security (A3,A5 & A8), GPRS system and protocol architecture, UTRAN, UMTS core rovements on Core Network

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Syllabus:

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