

Mobile Computing

CS704E

Contracts: 3L

Credits- 3

Introduction to Personal Communications Services (PCS): PCS Architecture, Mobility management, Networks signalling. Global System for Mobile Communication (GSM) system overview: GSM Architecture, Mobility management, Network signalling. [5L]

General Packet Radio Services (GPRS): GPRS Architecture, GPRS Network Nodes. Mobile Data Communication: WLANs (Wireless LANs) IEEE 802.11 standard, Mobile IP. [5L]

Wireless Application Protocol (WAP): The Mobile Internet standard, WAP Gateway and Protocols, wireless mark up Languages (WML). Wireless Local Loop(WLL): Introduction to WLL Architecture, wireless Local Loop Technologies. [7L]

Third Generation (3G) Mobile Services: Introduction to International Mobile Telecommunications 2000 (IMT 2000) vision, Wideband Code Division Multiple Access (W-CDMA), and CDMA 2000, Quality of services in 3G. [7L]

Global Mobile Satellite Systems; case studies of the IRIDIUM and GLOBALSTAR systems. Wireless Enterprise Networks: Introduction to Virtual Networks, Blue tooth technology, Blue tooth Protocols. [7L]

Server-side programming in Java, Pervasive web application architecture, Device independent example application [8L]

Text :

1. "Pervasive Computing", Burkhardt, Pearson
2. "Mobile Communication", J. Schiller, Pearson
3. "Wireless and Mobile Networks Architectures", Yi-Bing Lin & Imrich Chlamtac, John Wiley & Sons, 2001
4. "Mobile and Personal Communication systems and services", Raj Pandya, Prentice Hall of India, 2001.

Reference :

1. "Guide to Designing and Implementing wireless LANs", Mark Ciampa, Thomson learning, Vikas Publishing House, 2001.
2. "Wireless Web Development", Ray Rischpater, Springer Publishing,
3. "The Wireless Application Protocol", Sandeep Singhal, Pearson .
4. "Third Generation Mobile Telecommunication systems", by P.Stavronlakis, Springer Publishers,