Probable Questions for Mobile Computing

1. Short Questions
   a. Differentiate Mobile Computing from Communication.
   b. Define CSMA/CD and write limitations about CSMA.
   c. What are the different functions of Um and Abis Interface?
   d. What is Frequency Division Duplex (FDD)?
   e. Define Handover and what are the four types of handover available in GSM?
   f. What is Mobile Subscriber Identity ISDN number?
   g. What are the differences between Traditional TCP and Indirect TCP?
   h. What is mobile TCP and write some limitations?
   i. What is fast recovery / fast retransmit?
   j. Define Mobile IP and write down the design goal of Mobile IP?
   k. What is care of Address and what are the different types of care of addresses are there?
   l. What do you mean by Mobile Database and explain why it is required?
   m. What are Database Hoarding and Data Caching?
   n. Write the definition of Context-Aware-Computing and name different types of contexts?
   o. Explain different transaction commands permitted by ADO.Net transaction model.
   p. Define Data Dissemination and name different types of Data Delivery Mechanism.
   q. What are Selective Tuning method and name different types of Selective Indexing Method?
   r. What are the differences between Pro-active and Re-active Routing algorithms?
   s. What is Wireless Routing Protocol and write down the elements of routing table for WRP?
   t. What do you mean by Impersonation and Eavesdropping?
   u. What do you mean by Black hole and Gray hole attacks?
   v. What do you mean by Pico net and Scatter net?
   w. What are the functions of HCI and L2CAP in Bluetooth?
   x. What is J2ME and write the requirements?
   y. Define MANET. Explain what are RREQ and RREP?
   z. Explain ACID rule for Mobile Database.

Probable Questions for Mobile Computing

(Unit-I)

2. Explain GSM architecture in detail with advantages, limitations and applications of Mobile Computing.
3. Explain the need of WMAC with diagram. Problem Solving on CDMA.
4. Draw GSM architecture and explain the functionality of MSC. And also write the steps involved for the registration process of MS moving from one VLR to another VLR.
5. Explain FDMA, TDMA and CDMA with diagram and limitations. Problem Solving on CDMA.

(Unit-II)

6. A) Explain the need and limitations of Mobile IP and explain the process of IP packet delivery from server to a node and node to a server with neat diagram.
   B) Write a short note on Snooping TCP with advantages and limitations.
7. A) What do you mean by Mobile IP and explain different terminologies for Mobile IP.
   B) Write a short note on Mobile TCP with advantages and limitations.
8. Explain dynamic host configuration protocol (DHCP) with neat diagram and mention the limitations and applications.
9. Write short notes on
   A) Transaction oriented TCP
   B) Selective Retransmission

(Unit-III)

10. Explain Cache Invalidation Mechanism with neat diagram and also write different types cache invalidation mechanism.
11. Explain client-server architecture with adaption briefly. And also explain pushed based data delivery mechanism with diagram.
12. Define Context aware computing and also explain the different types context with example. Explain Hash based method for selective tuning / indexing.
13. Draw and explain the architecture of Query processing and Data recovery process.

Probable Questions for Mobile Computing

(Unit-IV)

14. Write short notes
    A) DSDV
    B) WRP
    C) DSR
    D) AODV
15. A) Explain the WAP architecture with neat diagram.
    B) Explain different types of multi-layer and network layer attacks on MANET.
16. A) Explain Bluetooth protocol stack with neat diagram.
    B) Explain the process of networking in Bluetooth with diagram.