1. DVM instructions:-
2. Instruction Name:- 01 12x

Syntax:- op vA, vB

Example:- move vA, vB

1. Instruction Name:- 02 22x

Syntax:- op vAA, vBBBB

Example:- move-wide/from16 vAA, vBBBB

1. Instruction Name:- 06 32x

Syntax:- op vAAAA, vBBBB

Example:- move-wide/16 vAAAA, vBBBB

1. Instruction Name:- 0a 11x

Syntax:- op vAA

Example:- move-result vAA

1. Instruction Name:- 26 31t

Syntax:- op vAA, +BBBBBBBB

Example:- fill-array-data vAA, +BBBBBBBB

1. Difference b/w mobile and cloud computing:-

**Cloud Computing** allows you to store your files and folders in a “cloud” area on the internet, allowing you access to all your files and folders wherever you are in the world, but you do need a physical device with internet access to access it.

**Mobile Computing** is taking a physical device with you. This could be a laptop or a mobile phone or some device which enables you to telework- working wherever you go because of the small size of the device you’re using.

1. Example of an application simulating an environment of context aware computing:-

Context awareness is a property of mobile devices that is defined complementary to location awareness. Devices may have information about the circumstances under which they are able to operate and based on rules, or an intelligent stimulus, react accordingly.

Pervasive gaming, a new genre in the field of entertainment, is leveraging the sensed human contexts to adapt game system behaviors. By blending of real and virtual elements and enabling users to physically interact with their surroundings during the play, people can become fully involved in pervasive games and attain better gaming experience.