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[4737]-3002

M.Sc. (Computer Science) (Semester - III)

CS-302. MORILE COMPUTING

CS-302: MOBILE COMPUTING (2013 Pattern)				
Insti		ons to the candidates:		
	1) 2)	Attempt any five of the following: Neat diagrams must be drawn whenever necessary.		
	3)	Figures to the right indicate full marks.		
Q1)	Atte	empt all of the following:		
	a)	Explain any five fragments of Android UI design with example.	[4]	
	b)	How mobile communication is useful in	[4]	
		i) Vehicle		
		ii) Stock information		
	c)	How does registration of mobile node occurs?	[2]	
Q2)	Atte	empt all of the following:		
	a)	Explain cellular JP with its advantages & disadvantages.	[4]	
	b)	Explain GPRS architecture reference model.	[4]	
	c)	Define the functionality of node B used in UTRA.	[2]	
Q3)	Atte	empt all of the following:		
	a)	Compare FDMA & TDMA.	[4]	
	b)	Explain WAP gateway in details.	[4]	
	c)	Give any two requirements of mobile J.P.	[2]	

Q4)	Atte	Attempt all of the following:			
	a) "CDMA-CA" used in wireless LAN instead of "CDMA-CD" co				
		& justify.	[4]		
	b)	Explain UMTC architecture in detail.	[4]		
	c)	Define short term fadding.	[2]		
Q5)	Atte	mpt all of the following:			
	a)	Explain UMTS Handover in detail.	4]		
	b) c)	What are the features of wireless session protocol/browsing (WSP/B). What is variable timing advance in GSM.	[4] [2]		
Q6)	Atte	mpt all of the following:			
	a)	Write short note on: i) Indirect TCP. ii) Mobile TCP.	[5]		
	b)	What are supplementary services supported in GSM.	[3]		
	c)	What disadvantages does OVSF have with respect to flexible data rates.	_		
Q 7)	Atte	mpt all of the following:			
	a)	What is triangular routing behaviours? How it is avoided in mobile JP?	[5]		
	b)	Describe protocol architecture of GSM.	[5]		
Q8)	Atte	mpt all of the following:			
	a)	Explain in detail working of M.TCP.	[5]		
	b)	Which additional messages are required in optimized mobile JP?	[5]		

