## Code: CSCS2T5A

## MOBILE COMPUTING (COMPUTER SCIENCE & ENGINEERING)

Duration: 3 hoursMax. Marks: 70Answer any FIVE questions.All questions carry equal marks

1. a) Explain Mobile computing architecture layers. 7 M b) Discuss various mobile devices. 3 M c) What are the limitations of mobile computing? 4 M 2. a) Write the comparison of FDMA, SDMA, TDMA and CDMA Mechanisms. 7 M b) Define handover. Write various handover possible scenarios in GSM. 7 M 3. a) Discuss the working of Mobile IP. 7 M b) Explain packet delivery and handover management. 7 M

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4. a) What is Snooping TCP and write its advantages and 7 M disadvantages. b) What is the need for indirect TCP? Write its advantages 7 M and disadvantages. 5. a) Discuss caching invalidation mechanisms. 7 M b) Explain Data Cache & Web cache in mobile environments. 7 M 6. Explain the following 14 M a) push based mechanism b) pull based mechanism c) Hybrid based mechanism 7. a) Discuss Dynamic Source Routing protocol. 8 M b) What is WSN? Show a smart wireless sensor architecture. 6 M 8. a) Explain the architecture of Bluetooth. 7 M b) Write the features of android. 7 M Page 2 of 2