

## MOBILE COMPUTING

### **UNIT-1:-**

1. Draw a neat sketch of GSM architecture with brief explanation.
2. What are the mobile and hand-held devices?
3. Limitations of mobile and hand-held devices.
4. Explain brief description about LOCALIZATION in gsm architecture.
5. What are gsm services and radio interfaces.

### **UNIT-2:-**

1. explain the motivations of MAC.
2. Differentiate between WCDMA/CDMA/FDMA/TDMA.
3. Draw and explain the architecture of wireless lan (IEEE 802.11).

### **UNIT-3:-**

1. Explain about handover management and Location management.
2. Explain about Tunneling and Encapsulation with a neat sketch.
3. Describe IP and MOBILE LAYERS.
4. What is Route optimization? Explain DHCP.

### **UNIT-4:-**

1. Write about a) Snooping TCP b) Mobile TCP.
2. Explain about Caching Invalidation Mechanisms.
3. Explain in detail about the client/server computing with adaptation.
4. a) Discuss about the Transactional models.  
b) Write the issues related to QoS.

### **UNIT-5:-**

1. Explain the functions of Data Delivery Mechanisms with a neat sketch.
2. Describe the Broadcast models with neat sketch.
3. a) Discuss about the Communication asymmetry.  
b) Explain about the Protocols of Data Synchronization.
4. Explain about Selective Tuning and Indexing methods.

### **UNIT-6:-**

1. a) Explain in detail AODV routing algorithm for MANETs.  
b) Describe the properties of MANETs.
2. a) Explain in detail DSR algorithm for MANETs.  
b) Write a short note on Java Card.
3. Describe the applications and challenges of MANETs.
4. Draw and discuss the protocol architecture of WAP1.1.