[3764] - 435 B.E. (IT) MOBILE COMPUTING (2003 Course)

Time: 3 Hours]				[Max. Marks:100	
In	stri	uction	ns to the candidates:		
		1)	Answer any 3 questions from each section.		
		2)	Neat diagrams must be drawn wherever necessary.		
		3)	Assume suitable data, if necessary.		
			SECTION - I		
Q	(1)	a)	Explaining the role of Context Manager, describe it's various informand relevances in the mobile computing environment.	nation ·[8]	
		b)	Explain the three-tier architecture of mobile computing.	[8]	
			OR		
Q	(2)	a)	Explain various characteristics of mobile computing environment.	[8]	
		b)	What is multiple access method? Why is it important? Explain v multiple access mechanisms with it's application areas and examp		
Q	(3)	a)	Explain in detail various databases used in GSM.	[9]	
		b)	Explain the strengths and architecture of SMS in detail.	[9]	
			OR		
Q	(4)	Wri	ite <u>detail</u> notes on :	[18]	
		a)	IPv6.		
		b)	Mobile IP.		
		c)	RFID.		
		É,			
Q	(5)	a)	Explain FHSS and DSSS in detail with appropriate diagrams.	[8]	
		b)	Write short notes on:	[8]	
			i) MMS.		
			10.00		

Q6) a)	Explain the 3G Networks with it's applications.	[8]
b)	Write short notes on:	[8]
	i) SGSN.	
	ii) GGSN.	
	SECTION - II	
Q7) a)	Explain 802.11 architecture.	[8]
b)	Explain various entities used in SS#7 architecture.	[8]
	OR	
Q8) a)	Explain various factors which are considered as constraints for handhedevices.	eld [8]
b)	Explain various internal components of PDA.	[8]
Q9) a)	Explain Palm OS architecture.	[9]
b)	Explain Symbian OS architecture.	[9]
	OR	
Q10) a)	Explain how J2ME is different than J2EE and J2SE.	[9]
b)	Explain the three prong approach used in JAVA.	[9]
<i>Q11)</i> a)	Explain any two real time protocols in detail.	[8]
b)	Explain various flavors of Windows CE.	[8]
	OR	
Q12) a)	Explain symmetric and asymmetric key algorithms with examples.	[8]
b)	Explain various attacks on static and dynamic assets.	[8]

