

Total No. of Questions : 10]

SEAT No. :

P2044

[Total No. of Pages : 2

[5059]-649

B.E. (Computer Engineering)

PERVASIVE COMPUTING

(2012 Pattern) (Elective - II) (Semester - I)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) Neat diagrams must be drawn wherever necessary.
- 2) Figures to the right indicate full marks.
- 3) Assume suitable data if necessary.

Q1) a) Define HCI. Explain explicit and implicit HCI. [6]

b) Explain Human-to-Human Interaction (HHI) applications. [4]

OR

Q2) a) Explain wearable computer interaction. [6]

b) Explain Pervasive games and social physical spaces. [4]

Q3) a) Explain Context aware computing and types of contexts with example. [6]

b) Explain mobile middleware with example. [4]

OR

Q4) a) Explain the types of context aware applications and steps for developing context aware applications. [6]

b) Explain application aware adaptation architecture. [4]

Q5) a) Explain mobile and wireless security issues. [10]

b) Explain in detail : [8]

i) Replay attacks

ii) Traffic analysis

OR

P.T.O.

Q6) a) Explain the concept of ‘Agent’ related to mobile middleware and services offered by Agent. [10]

b) Explain the various problems with GSM security. [8]

Q7) a) Explain smart Human-Device Interaction in detail. [10]

b) Explain Human intelligence versus machine intelligence. [6]

OR

Q8) Write notes on : [16]

a) Eco friendly Ubicom Devices

b) Cyber Physical Systems

Q9) a) Explain the Social Networking for smart interactions with examples.[10]

b) How distributed systems interaction to be more intelligent? Explain. [6]

OR

Q10) a) Explain various security issues in Ad Hoc Networks. [10]

b) Explain Wearable computers in detail. [6]

