

Total No. of Questions : 10]

SEAT No :

P3140

[5154]-706

[Total No. of Pages :2

B.E.(I.T.)

MOBILE COMPUTING

(2012 Course) (Semester-II) (Elective-III) (414463 A)(End Semester)

Time : 2½ Hours

Max.Marks:70

Instructions to the candidates:

- 1) Answer Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7 or Q8, Q9 or Q10
- 2) Figures to the right indicate full marks.
- 3) Neat diagrams must be drawn wherever necessary.
- 4) Assume suitable data, if necessary.

Q1) a) Explain PCS architecture with diagram. **[4]**

b) Explain the types of hand off in mobile communication. **[5]**

OR

Q2) a) W.r.t. mobile computing, explain various aspects of mobility. **[4]**

b) If user enters from Network A to Network B, how location is updated in GSM Architecture? **[5]**

Q3) a) Explain the functionality of AUC and EIR available in GSM architecture in detail. **[5]**

b) Explain types of SMS with diagram. **[5]**

OR

Q4) a) Explain VLR overflow control and OI algorithm. **[5]**

b) Explain the Network Switching subsystem in GSM Architecture. **[5]**

Q5) a) How GPRS is different from GSM? Write short note on CDMA 2000. **[9]**

b) What is Wireless Application Environment? Explain the parts of WAE in details. **[8]**

OR

Q6) a) Explain Wireless Transport layer Security and draw diagram of WAP protocol stack. **[9]**

b) Explain in detail how GSM architecture is modified to support GPRS architecture. **[8]**

P.T.O.

- Q7)** a) Explain Smart Client Architecture and give advantages and disadvantages of same. [9]
b) Explain analysis, Testing and deployment phase of mobile application development. [8]

OR

- Q8)** a) Which are the factors that are required to consider while choosing the mobile application architecture? [9]
b) Explain Wireless Internet architecture and give advantages of same. [8]
- Q9)** a) What is the meaning of performance, scalability, modifiability and availability. Explain w.r.t. to mobile applications. [9]
b) What are the challenges in usability testing of mobile applications. [8]

OR

- Q10)** a) Describe role of Application framework and Dalvik VM in Android OS architecture. [9]
b) What are the principles of mobile applications in user Design Interface. [8]

