

8E5001	Roll No. _____	Total No of Pages: 3
8E5001 B. Tech. VIII Sem. (Main/Back) Exam., April, 2015 Computer & IT 8CS1 Mobile Computing Common to 8CS1 & 8IT4.1		

Time: 3 Hours

Maximum Marks: 80

Min. Passing Marks: 24

Instructions to Candidates:

Attempt any five questions, selecting one question from each unit. All questions carry equal marks. Schematic diagrams must be shown wherever necessary. Any data you feel missing suitably be assumed and stated clearly.

Units of quantities used/calculated must be stated clearly.

Use of following supporting material is permitted during examination. (Mentioned in form No. 205)

1. NIL

2. NIL

UNIT - I

Q.1 (a) What is Mobile Computing? Explain mobile computing related adaptability issues. [8]

(b) Explain mechanisms for adaptation and incorporating adaptation. [8]

OR

Q.1 (a) What is mobility management? Briefly explain PCS location management scheme. [8]

(b) Explain the principles and techniques for location management. [8]

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UNIT - V

Q.5 Write short note on the following: (Any four)

- (a) Routing Protocols
- (b) QoS in Ad-Hoc Networks
- (c) Issues in MAC
- (d) Dynamic Source Routing (DSR)
- (e) Global State Routing (GSR)
- (f) Destination sequenced distance vector routing (DSDV)
- (g) Temporary ordered routing algorithm (TORA)

UNIT - II

Q.2 Explain data dissemination and its models. What are the challenges faced in data dissemination in mobile environment? Discuss the cache management scheme. [16]

OR

- Q.2 (a) Explain broadcast disk scheduling in detail. [8]
- (b) Discuss the concept and methods of Mobile web caching. [8]

UNIT - III

- Q.3 (a) What is a Mobile Agent? Explain the Mobile-Agent based architecture. [8]
- (b) What is the difference between Unicast and Multicast Discovery? Explain in detail. [8]

OR

- Q.3 (a) Explain various methods for service discovery and standardization in detail. [10]
- (b) Briefly explain Garbage Collection. [6]

UNIT - IV

Q.4 List the entities of Mobile IP and describe data transfer from a mobile node to a fixed node and vice-versa. Why and where is encapsulation needed? [16]

OR

- Q.4 (a) What is Mobility? Briefly explain Mobile TCP. [8]
- (b) Explain the system architecture of World Wide Web. What advantages has the statelessness of HTTP? [8]