

Total number of printed pages-4

53 (IT 815) MBCP

2019

MOBILE COMPUTING

Paper : IT 815

Full Marks : 100

Time : Three hours

The figures in the margin indicate full marks for the questions.

Answer any five questions.

1. Briefly answer the following questions :
(any ten) $2 \times 10 = 20$

- (i) What is the need for agent advertisement ?
- (ii) What is the difference between hard handover and soft handover ?
- (iii) What is COA ?

Contd.

- (iv) What are the advantages of M-TCP ?
- (v) What is reverse tunneling ?
- (vi) Compare infrared and radio transmission.
- (vii) What is piconet and scatternet in Bluetooth ?
- (viii) State the advantages and disadvantages of mobile IP.
- (ix) What is the difference between transport and non-transport bearer services ?
- (x) What do you mean by horizontal handoff and vertical handoff ?
- (xi) What is fading ?
- (xii) What is the relationship among frame, multiframe, superframe and hyperframe ?
- (xiii) What is the significance of TMSI ?
2. (a) Calculate the frequency reuse distance for a 7-cell group with cell radius of 3 miles. 4

(b) Draw a functional architecture of GSM and explain entities of different subsystems. 16



3. (a) Why do MAC schemes in wired network fail in wireless network ? 10
- (b) Explain the basic scheme of CDMA system. What is the role of pseudorandom sequence generator in the working of CDMA system ? 8+2=10
4. Describe the working principle of indirect TCP and snooping TCP. Discuss their advantages and disadvantages. 20
5. (a) Draw the Bluetooth protocol stack and explain the Core protocols. 10
- (b) Explain WAP architecture with a neat diagram. 10
6. (a) Explain Dynamic Source Routing (DSR) with a suitable example. How route caching is useful in DSR ? 8+3=11

(b) What is Mobile database system ? What are the query types in MDS ? Give example for each. $3+6=9$

7. Write short notes on the following :
(any two) $10 \times 2 = 20$

- (i) Localization and calling in GSM
- (ii) Adaptive clustering for Mobile wireless network
- (iii) Mobile agents computing
- (iv) QoS in ad hoc network.

