

END TERM EXAMINATION

SIXTH SEMESTER [BCA] MAY-2010

Paper Code: BCA 304

Subject: Mobile Computing

Paper ID: 20304

Time : 3 Hours

Maximum Marks : 75

Note: Question 1 is compulsory and attempt one question from each unit.

- Q1. Write short note on following: (3x5=15)
- (a) WAP Micro Browser
 - (b) CC/PP exchange protocol
 - (c) WAP proxies and gateway
 - (d) WSP session
 - (e) Cocoon
- Unit-I
- Q2. (a) What is mobile internet? (7.5)
(b) What are the business opportunities with mobile internet? (7.5)
- Q3. (a) Describe Mobile Data. How is it managed? What is mobile data terminal? (7.5)
(b) What are the various challenges faced in the path of making the internet mobile? (7.5)
- Unit-II
- Q4. (a) Draw and explain Basic Communication architecture of WAP and explain its components in detail. (7.5)
(b) Arrange WTP, WTLS, WDP, WSP and WAE layers as per their functioning and explain functioning of each layer in brief. (7.5)
- Q5. (a) How, when and why the WAP was developed and by whom? Give brief introduction about history of WAP development. (7.5)
(b) What are the various advantages of WAP in terms of bandwidth, latency, and connection over other protocols? Compare and discuss briefly. (7.5)
- Unit-III
- Q6. (a) What is WML? Differentiate between WML, HTML and XML. (7.5)
(b) Explain WML Script String Library functions with atleast four examples. (7.5)
- Q7. (a) Discuss the structure of WML script. How to make function as private while writing WML scripts? (7.5)
(b) What is the use of "Dialogs library functions" while writing WML scripts? Explain with examples. (7.5)
- Unit-IV
- Q8. (a) Draw WTA architecture and explain. (7.5)
(b) What do you understand by the term "push messaging". (7.5)
- Q9. (a) What do you see the future of mobile internet lies? (7.5)
(b) Explain wireless telephony applications with examples. (7.5)

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SIXTH SEMESTER [BCA] MAY-2008

Paper Code: BCA-304

Subject: Mobile Computing

Paper Id: 20304

(Batch: 2001-2004)

Time : 3 Hours

Maximum Marks :75

Note: Part A is compulsory. Attempt five questions from Part B.

PART-A

- Q1. Answer the following: (15)
- (a) What are multimedia services?
 - (b) Define WTAI.
 - (c) Differentiate between HTML and XML.
 - (d) What is the difference between , <big> and
 elements?
 - (e) Explain WML document model.
 - (f) What do you understand by beyond browsing?
 - (g) What is unified messaging and universal mail box?
 - (h) Define push message.
 - (i) What is Telematics?
 - (j) Explain the terms Run-time cost and band width.

PART-B

- Q2. (a) Explain Application Service Provider? (6)
(b) What is the difference between content provider & content developer? (6)
- Q3. (a) Describe the wireless device constraints. (6)
(b) What is bit error rate (BER). Explain communication errors and user errors. (6)
- Q4. (a) Give the comparative features of XSL/XML and JSP. (6)
(b) Discuss the role of session layer and Datagram layer in linking WAP and the internet. (6)
- Q5. (a) Discuss WAP Architecture Design Principles and explain relationship to other standards. (6)
(b) What do you understand by Composite Capability/Preference Profiles? (6)
- Q6. (a) Differentiate between Binary WML and Binary WML scripts? (4)
(b) Explain how website design on computer terminal is different from mobile terminal. (4)
(c) Why HTTP has been a major contribution to the success of WWW. (4)
- Q7. (a) Discuss in brief about the following:- (6)
(i) Push over the Air Protocol
(ii) Push Access Protocol
(iii) WAP Push Addressing
(b) What is WTA application programming interface? Explain briefly its components. (6)
- Q8. Explain any four of the following:- (3x4=12)
(a) E-care
(b) Blue tooth
(c) Third generation network
(d) Push Proxy Gateway
(e) WTA Server and Security

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SIXTH SEMESTER [BCA] MAY-2008

Paper Code: BCA304

Paper Id: 20304

Subject: Mobile Computing

(Batch: 2005)

Time : 3 Hours

Maximum Marks :75

Note: Q.1 is compulsory and attempt one question from each unit.

- Q1 (a) What is Mobile Internet?
(b) What is WAP?
(c) List some WML tags.
(d) What is Push Messaging?
(e) Differentiate between <a> and <anchor>.
(f) What is Rendering?
(g) What is Bluetooth?
(h) Differentiate between Logical and Physical Navigation.
(i) What is WBXML?
(j) Comment – WML Browsing is not Web Browsing. (2.5x10=25)

UNIT-I

- Q2 (a) Explain the WAP Architecture. (10)
(b) Differentiate between HTML and XML. (2.5)
- Q3 (a) What is WML Document Model? Explain. (10)
(b) What is card? List the attributes which are supported by card element. (2.5)

UNIT-II

- Q4 (a) Explain the User Interface Design guidelines. (10)
(b) What is an Event? Explain types of event. (2.5)
- Q5 (a) What are the WML Design Guidelines? (10)
(b) What is do Element? Explain the use of do with the help of example. (2.5)

UNIT-III

- Q6 (a) Explain CC/PP document structure. (10)
(b) What is Explic URL? (2.5)
- Q7 (a) What is WAP User Agent Profiles? (10)
(b) What is Push Message format? Explain. (2.5)

UNIT-IV

- Q8 (a) Explain End-to-End architecture for WAP User Agent Profiles. (10)
(b) What is Push Proxy Gateway? (2.5)
- Q9 (a) Explain WTA Architecture. (10)
(b) Explain WAP Push Protocols. (2.5)

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SIXTH SEMESTER [BCA] MAY-JUNE 2007

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Paper Code:BCA-304

Subject: Mobile Computing

Time : 3 Hours

Maximum Marks :75

Note: Q1. is compulsory. Attempt any five questions from the rest of the questions.

- Q1. Explain the following: (5x3=15)
- (a) Telematics
 - (b) Content Aggregator
 - (c) Wireless device Constraint
 - (d) Input element
 - (e) PPG
- Q2. (a) What are the factors enabling the convergence of wireless and wired world? (6)
- (b) How mobile Internet helping us to improve our productivity? (6)
- Q3. (a) Write all the stake holders of Business value chain and explain how Mobile ISP and Application Service Providers are generating revenues (7)
- (b) What is latency? How TCP behaves in high latency environment? (5)
- Q4. (a) What is the need of single mobile Internet Standard? How a single standard would benefit all the key players in Business value chain? (4)
- (b) Write all the layers of WAP protocol stack in order and explain Bearer adaptation and application environment. (8)
- Q5. (a) Use a <template> tag to specify generic code that directs each card in a deck to return to the application's first page after 30 seconds of inactivity. (5)
- (b) Write WML script to check a date. (7)
- Q6. (a) Explain Usability test process. (5)
- (b) What entities and protocols are involved in WAP push framework? Explain any one protocol. (7)
- Q7. (a) Explain CC/PP Exchange protocol. (6)
- (b) Describe WTA originating and Terminating call model. (6)
- Q8. (a) How can we link WAP with Internet using application layers? Explain. (6)
- (b) What is the future of Mobile Internet? Explain with real life examples. (6)
