

MOBILE COMPUTING

Paper-CSE-302

Time allowed : 3 hours]

[Maximum marks : 100

Note : (i) Attempt five questions picking at least one question from each unit. All parts carry equal marks.

(ii) Draw diagrams to explain your answers if needed.

Unit-I

1. (a) Explain issues involved in mobile computing.
- (b) What are predictive location management scheme ?
2. (a) What is hand-off? Explain various types and issues therein.
- (b) Explain concept of Mobile IP. Draw diagram to explain the technology.

Unit-II

3. (a) Explain concept of push based data delivery model.
- (b) What are directory services ?
4. (a) Why do we need file system support for mobility ?
- (b) Explain the issues involved in data dissemination in mobile environments.

(2)

Unit-III

5. (a) What are the concepts in reactive and proactive routing protocols in MANET ?
(b) Explain working of DSR.
6. (a) What is CGSR protocol ? Discuss.
(b) Describe advantages of AODV routing scheme.

Unit-IV

7. (a) What are Kangaroo and Joey transaction models ?
(b) Explain issues in electronic payments.
8. What are team transactions ? What are recovery models in mobile transactions ?