BT6/M11   8601

Mobile Computing

Paper—CSE-302

Time : Three Hours]   [Maximum Marks : 100

Note :—(1)   Attempt **FIVE** questions picking at least **ONE** question from each unit. All parts carry equal marks.

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

UNIT—I

1.   (a)   Explain evolution of mobile systems.

     (b)   What is hand-off ? Explain various types and issues therein.

2.   (a)   Explain the concept of mobile IP.

     (b)   What are predictive location management scheme ?

UNIT—II

3.   (a)   Explain push and pull data delivery models.

     (b)   Why do we need file system support for mobility ?

4.   (a)   What are storage managers in mobile systems ?

     (b)   Describe issues involved in data dissemination.

UNIT—III

5.   (a)   What are the differences in AODV and DSDV ?

     (b)   Explain FSR protocol.

6.   (a)   What is ZRP ? How does it fare when compared with other protocols ?

     (b)   What are security challenges in MANET routing protocols ?

UNIT—IV

7. What are Kangaroo and Joey transaction models ? Explain in detail.

8. (a) What are issues in mobile electronic payments ?

   (b) Explain team transaction concept.