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Total number of printed pages – 2

B. Tech  
FECE 6402

Seventh Semester Regular Examination – 2014

PRINCIPLES OF MOBILE COMPUTING

BRANCH(S) : AEIE, EC, ETC, IEE

QUESTION CODE : H 312

Full Marks – 70

Time : 3 Hours

Answer Question No. 1 which is compulsory and any **five** from the rest.  
The figures in the right-hand margin indicate marks.



1. Answer the following questions : 2 × 10
- (a) What are the benefits of Spread Spectrum technique ? How Spreading can be achieved ?
  - (b) Which component of GSM System maintains Security ?
  - (c) Define Mobile Against with example.
  - (d) What do you mean by capability negotiation and discuss its importance ?
  - (e) What are the advantages and disadvantages of Radio wave transmission ?
  - (f) List the basic access mechanism used in IEEE 802.11 LAN.
  - (g) Compare between Fast retransmission and Fast Recovery.
  - (h) How WCDMA is different from CDMA ?
  - (i) What do you mean by free space loss ?
  - (j) What do you mean by footprint in the context of satellite communication?
2. With a neat diagram explain the GPRS architecture. Explain how it facilitates different type of services like mobility management and signaling. 10

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3. Draw the protocol architecture of Bluetooth. Discuss the power management technique used in this architecture. 10
4. (a) Explain how collision is avoided in HYPERLAN. 5  
(b) State and differentiate between wired network and ad-hoc wireless network with example. 5
5. (a) Explain the packet flow in mobile IP. What Additional hops packet take if reverse tunneling is required. 5  
(b) Draw the Protocol stack of WAP gateway and list its Benefit. 5
6. (a) Explain the Vision of IMT 2000. 5  
(b) What is WLL ? What are the advantages of WLL ? Explain with example. 5
7. (a) What is Personal Communication Services (PCS) ? Discuss different approach to achieve PCS when user and devices are in motion. 5  
(b) Discuss Global Star Satellite system with a neat diagram. 5
8. Write short notes on any two of the following : 5×2  
(a) IRIDIUM  
(b) Wireless Markup Language  
(c) Handover.

