8E5001

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B.Tech. (Sem.VIII) (Main/Back) Examination - 2013 Computer Science 8CS1 Mobile Computing(Common for 8IT4.1)

Tin	ne : 3	Hours [Total Ma	rks · 80		
Inc	tructio	ons to Candidates : [Min. Passing Ma	rks : 24		
Atte	empt c	any five questions selecting one question from each unit All and it			
		diagrams must be shown wherever necessary. Any data you feel missing suitably delarly. Units of quantities used/calculated must be stated clearly.	equal marks. be assumed		
		UNIT - I			
1.	(a)	What is mobile computing and challenges against mobile computing?	8		
	(b)	Explain mechanisms for adaptation and incoperating adaptation.	8		
1.	(0)	OR OR			
1.	(a) (b)	Discuss public communication services location management with suitable example?	8		
	(0)	Explain energy efficient indexing on air.	8		
2.	(a)	What is data discomination and the state of			
	(b)	What is data dissemination and explain its model? Explain broadcast disk scheduling.	8		
	(-)		8		
2.	(a)	Explain mobile agent security and foult to leave the security and securi			
	(b)	Explain mobile agent security and fault tolerance using distributed transactions? Discuss caching management in mobile and cache management schemes.	8		
		UNIT - III	8		
3.	(a)	Describe unicast discovery, multicast discovery and advertisement?			
	(b)	What is services discovery and standardization method?	8		
		OR	8		
3.	Write short notes on:				
	(i)	JINI			
	(ii)	Service catalogs			
	(iii)	Garbage collection			
	(iv)	UPnP (Universal plug n play)	4 × 4=16		
		UNIT - IV	4 ^ 4-10		
	(a)	Define the term "pervasive computing". Write down the principles of pervasive computing.	8		
	(b)	What is smart identification? Explain its various types.			
		OR	8		
	Write short notes on the following:				
	(i)	Smart card			

	(ii) Smart sensor and actual (iii) Smart label	ators		
	(iv) Smart token	La francisca		6.00
5.	Describe IrDA-Architecture a	UNIT - V nd protocol stack?		4×4=16
5.	Write short notes on :	OR	Section with	16
	(i) Universal Description.	Discovery and Integration (IID)		The House

Simple Object Access Protocol (SOAP) (ii)