

3. What is Frame Relay Networks ? Also explain high speed networks. 15

Unit II

4. What is addressing ? Explain the various types of addresses and ARP protocols in details. 15
5. What is subnetting & Supernetting? What is the difference between classful addressing and classless addressing in IPv4 ? 15

Unit III

6. What is Client/Server Paradigms ? Bring out a distinction between the various transport layer protocols of the TCP/IP architecture along with a specification of their frame format. 15
7. Explain, how is routing carried out in the internet using OSPF ? In what way is OSPF differ from BGP and RIP. 15

Unit IV

8. Give a brief introduction to VANETs and differentiate VANET vs MANET. 15
9. Explain the following : $2 \times 7\frac{1}{2} = 15$
- (a) Mobile Agent and Application Server
 - (b) Mobile Application Development Platforms

Roll No.

Total Pages : 02

CMCSQ/D-23

24048

MOBILE COMPUTING MS 20-34(i) (CBCS)

Time : Three Hours]

[Maximum Marks : 75

Note : Attempt *Five* questions in all, selecting *one* question from each Unit. Q. No. 1 is compulsory. All questions carry equal marks.

Compulsory Question

1. Answer any *five* question in brief of the following :
- (i) Explain in brief about Handover.
 - (ii) Explain the concepts of UMTS.
 - (iii) Explain High Speed Packet Access(HSPA) in brief.
 - (iv) What is LTE concept.
 - (v) Define and explain TCP over 2.5/3G wireless networks.
 - (vi) Explain MANET. $5 \times 3 = 15$

Unit I

2. Explain the following : $2 \times 7\frac{1}{2} = 15$
- (a) Explain the concepts of Data Dissemination.
 - (b) Explain the components of Cellular System.