

Time: 3 Hours

Total Marks: 100

Note: Attempt all Sections. If require any missing data; then choose suitably.

## SECTION A

1. Attempt *all* questions in brief. 2 x 10 = 20
- Define Mobile IP.
  - Explain CDMA
  - Define GSM.
  - Explain Hand off in Mobile computing.
  - Define OFDM.
  - Define Short messaging service in GSM.
  - What do you understand by Cellular System?
  - What do you mean by GPRS?
  - Explain Frequency Reuse.
  - What is WLAN?

## SECTION B

2. Attempt any *three* of the following: 10 x 3 = 30
- What are the main reasons for using cellular system? Also describe the dynamic channel allocation in cellular system.
  - What are the main advantages of cellular systems with small cells? How SDM is typically realized and combined with FDM.
  - Discuss the advantages of using the hexagonal cell shape over the square and triangle cell shape.
  - How does prioritization of hand-off calls over originating calls help for reducing blocking and drop calls?
  - What is mobility management? Describe two important aspects of mobility management.

## SECTION C

3. Attempt any *one* part of the following: 10 x 1 = 10
- Write short Note on (i) Cell Splitting (ii) Wireless ATM (iii) Dropped Call Rate
  - Give a brief note on Mobile Agents with its role in Mobile Communication.
4. Attempt any *one* part of the following: 10 x 1 = 10
- How data transmission is done from source to destination in secure manner? Give nay example of general authentication and privacy procedure for D-AMPS (Digital Advanced Mobile Phone System)
  - Draw the physical layer diagram of Bluetooth and explain.
5. Attempt any *one* part of the following: 10 x 1 = 10
- State the properties of MANET. How encapsulation is done in mobile IP.
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6. Attempt any *one* part of the following: 10 x 1 = 10
- (i) Application of Mobile computing (iv) WAP.
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7. Attempt any *one* part of the following: 10 x 1 = 10
- - of Wireless AD Hoc Networks.