

1. Explain the word "MOBILE COMPUTING" and also give any suitable live example with merit of mobile computing.
2. Explain frequency reuse concept of a cellular network.
3. Explain handoff in mobile computing environment with an example. Discuss the guard channel assignment scheme to support handoff.
4. Explain with a cellular network the concept of co-channel cell and interfering cell.
5. With suitable diagrams, explain GSM system Architecture and GSM services.
6. Compare Soft and Hard handover.
7. Explain about Fixed channel assignment scheme and Dynamic channel assignment scheme.
8. Explain about Channel Borrowing.
9. Write short notes on Location Management.
10. Discuss the "No update", "Complete Update", "Lazy Update" and "Selective update" strategy for location tracking in mobile computing environment.
11. Write short notes on Effect of mobility on protocol stack.
12. Discuss about digital audio and video broadcasting.
13. Explain push based data delivery mechanisms in detail.
14. Explain pull based data delivery mechanisms in detail.
15. Explain hybrid data delivery mechanisms in detail.
16. Discuss the indexing on air and broadcast-disk scheme of periodic broadcasting schemes.
17. State the difference between infrastructure and Ad-hoc Network.
18. What is MANET? How is it different from cellular system? What are the essential features of MANET? What are the application of MANET?
19. Compare the reactive and proactive routing algorithms.
20. Explain the working principle of dynamic source routing in Ad-hoc network with an example.
21. Explain about Cluster based routing protocol.
22. Explain the working principle of Location Aided Routing.