

Time : Three hours

Maximum

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Differentiate between FDMA and TDMA.
2. Define hand off in a mobile network.
3. Mention the design goals of WLANS.
4. What is the difference between infrastructure and ad-hoc networks?
5. What are the four possible handover scenarios in GSM?
6. What is VoIP service?
7. Define time out freezing.
8. Differentiate snoopy TCP and mobile TCP.
9. Mention the role of transaction layer in WAP.
10. List the classes of transaction service of WTP.

11. (a) Discuss briefly the code division multiplexing techniques. (16)

Or

(b) (i) Discuss the concept of frequency reuse. (8)

(ii) Explain the handoff strategies in wireless system. (8)

12. (a) (i) Explain the various IEEE 802.11 standards in detail. (8)

(ii) Explain the services offered by IEEE 802.11 standard. (8)

Or

(b) (i) Explain the concept and WiMax in detail. (8)

(ii) Explain handoff in detail. (8)

13. (a) (i) Explain the GSM architecture with diagram. (16)

(ii) Explain the mobility management in GSM. (8)

Or

(b) (i) Explain GPRS architecture in detail. (8)

(ii) Explain the GPRS procedures in detail. (8)

14. (a) (i) Describe in detail Dynamic host configuration protocol. (8)

(ii) Discuss the routing protocols in MANET. (8)

Or

(b) (i) Write notes on Indirect TCP and Mobile TCP. (8)

(ii) Discuss Transaction Oriented TCP in detail. (8)

15. (a) (i) Explain the function of the components of the WAP architecture. (8)

(ii) Describe WAP user agent profile in detail. (8)

Or

(b) (i) What is WML? Explain WML scripts in detail. (8)

(ii) Write notes on WTA and iMode. (8)