### MOBILE COMPUTING

Semester	Subject Code	Category	Lecture Hrs		Theory Hrs		Practi cal		Credits
			Per week		Per week	Per Sem	Per week	Per Sem	
III		COREPAPER -8	5	75	5	75	0	0	4

## **COURSE OBJECTIVE**

- ➤ The course provides the overview of mobile development, and tools for the development, back-end integration, security, and management of cross-platform mobile applications.
- ➤ To develop system and application level software for small, battery powered terminals equipped with the wireless network connection.

## **COURSE OUTCOME**

Successful completion of the course, students will be able to

CO Num ber	CO Statement	Knowledge Level (K1-K4)
CO1	Apply the fundamental design paradigms and technologies to mobile computing applications.	K2
CO2	Develop consumer and enterprise mobile applications using representative mobile devices and platforms using modern development methodologies.	K2
CO3	Evaluate the role of mobile applications in software intensive systems.	КЗ
CO4	Assess and implement security principles in mobile computing.	K4
CO5	Synthesize new knowledge in the area of mobile computing by using appropriate research methodologies and techniques.	K4

Knowledge Level - K1-Remember, K2- Understand, K3-Apply, K4-Analyze

### MAPPING WITH PROGRAMME OUTCOME

cos	PO1	PO2	РО3	PO4	PO5	PO6
CO1	S	S	S	M	S	M
CO2	S	S	M	S	S	M
соз	S	S	S	M	S	S
CO4	M	S	S	S	M	S
CO5	M	S	S	M	M	S

S- Strong; M- Medium; L- Low

#### **SYLLABUS**

### **UNIT-I** Introduction

17 hrs

Introduction- Applications-vehicles- Mobile and Wireless devices-History of wireless communications- The role of IETF in mobile networking-: Motivation for Specialized MAC - SDMA - FDMA - TDMA -CDMA - Comparison of Access mechanisms - Multiplexing - Spread Spectrum and Cellular Systems- Medium Access Control - Comparisons.

### **UNIT-II Wireless Networks**

15 hrs

Wireless LAN: Infrared Vs Radio Transmission - Infrastructure Networks - Ad hoc Networks - IEEE 802.11- Medium Access Control - motivation for a MAC- MANET Vs VANET - Security. wireless delivery technology and switching methods- cellular communication concepts: Wireless transmission - Multiplexing -Modulation - Spread Spectrum - Cellular system - GSM architecture - protocols.

## UNIT-III Mobile Network Layer

16 hrs

Mobile Network Layer: Mobile IP: Goals - Assumptions and Requirement - Entities - IP packet Delivery- Broad cast Systems -Overview - Cyclic Repetition of data - Digital Video and Audio Broadcasting-Mobile data internetworking standards- cellular data communication protocols- mobile computing applications.

# UNIT-IV Data Grams and Route Optimizations

14 hrs

Tunneling overview and terminology- Encapsulation - Routing failures - Tunnel management - Decapsulation - Dynamic Host Configuration Protocol - ad hoc networks - Traditional TCP- Indirect TCP- Snooping TCP.

# **UNIT-V** Mobile Platforms And Applications

13 hrs

Mobile Device Operating Systems – Special Constrains & Requirements – Commercial Mobile Operating Systems – Software Development WAP: Architecture - Transport Layer Security - Transaction Protocol - Session Protocol.

Distribution of Marks: Theory 80% and Problem 20%

#### TEXT BOOKS

S.N O	AUTHORS	TITL E	PUBLISHERS	YEAR OF PUBLICATIO N
1	JOCHE N SCHILE R	Mobile Communication	Addison Wesley	2000
2	J. Schiller	Mobile Communications,2n d edition	Pearson Education, Delhi.	2003
3	Charles E.Perkins	Mobile IP: Design Principles and Practices	Addison Wesley, USA	1999

### REFERENCE BOOKS

S.NO	AUTHORS	TITLE	PUBLISHERS	YEAR OF PUBLICATI ON
1	Hansmann,	Principles of	2nd	2004
	Merk,	Mobile	Edition,	
	Nicklous,	Computing	Springer	
	Stober			

2	Dharma Prakash Agarval, Qing and An Zeng	Introduction to Wireless and Mobile Systems	Thomson Asia Pvt Ltd,	2005.
3	C.K.Toh,	AdHoc Mobile Wireless Networks	First Edition, Pearson Education	2002.
4	V.Jayasri Arokioma ry	Mobile Computing	Technical Publicatio ns	2004
5	Sipra Dasbit	Mobile Computing	PHI Learning Pvt Ltd	2009
6	Kumkum Garg	Mobile Computing	Pearson Education India	2010
7	Yu-Kwong Ricky Kwok	Wireless in Internet and Mobile Computing	Wiley	2007
8	Mazlilza O thman	Principles of Mobile Computing and communicatio ns	CRC Press	2007

## **WEB RESOURCES**

1.<a href="http://developer.blackberry.com/">http://developer.blackberry.com/</a>

# TEACHING METHODOLOGY

- ➤ Power point presentation
- > seminar by students
- ➤ Assignment to students
- > Lecture through video.
- > Discussion and interaction in class room

# **SYLLABUS DESIGNER**

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