

Total No. of Questions : 10]

SEAT No. :

P3228

[5461]-269

[Total No. of Pages : 2

B.E. (Computer Engineering)

PERVASIVE COMPUTING

(2012 Pattern) (Semester - I) (End Sem.) (Elective - II) (410445B)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) *Answer Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7 or Q8, Q9 or Q10.*
- 2) *Neat diagrams must be drawn wherever necessary.*
- 3) *Figures to the right indicate full marks.*
- 4) *Assume suitable data, if necessary.*

Q1) a) Explain Human-to-Human Interaction(HHI) applications. **[6]**

b) Explain location management principles and techniques in mobile computing. **[4]**

OR

Q2) a) What are the core properties of UbiCom systems? Draw a UbiCom System model. **[6]**

b) Explain dynamic adaptation in IBM's transcoding application. **[4]**

Q3) a) How the brain computer interface is facilitated? Explain with example. **[6]**

b) Explain mobile middle ware with example. **[4]**

OR

Q4) a) Explain application aware adaptation architecture. **[6]**

b) Discuss any one application of hidden UI in wearable computing. **[4]**

Q5) a) Explain mobile and wireless security issues. **[10]**

b) Write short notes on **[8]**

i) Embodied Reality

ii) Virtual Reality

OR

Q6) a) Explain experimental comparison of collaborative defense strategies for network security. **[10]**

b) Write a short note on GSM security. **[8]**

P.T.O.

- Q7)** a) Explain smart Human-Device Interaction in detail. [10]
b) Differentiate between security and privacy in UbiCom. [6]

OR

- Q8)** a) Write notes on : [10]
i) Eco friendly UbiCom Devices.
ii) Increased virtual social interaction versus local social interaction.
b) Explain “Man in the middle” attack in detail. [6]

- Q9)** a) Explain device interaction in smart devices with suitable examples. [8]
b) What are the different challenges in UbiCom? How they can be overcome. [8]

OR

- Q10)**a) Differentiate between machine intelligence and human intelligence. [8]
b) Write a short note on : [8]
i) Smart boards, Pads, Tabs
ii) Smart meeting Rooms

