: MBC:504

Paner Name · Mohile Computing

Paper Code

UNIT 1:

UNIT 2:

UNIT 3:

UNIT 4:

Teaching Hours (Per Week)		Examination Scheme		
TH. (hours)	Pr. (hours)	Internal	External	Total
		Th. (marks)	Th. (marks)	100 (marks)
4		30	70	
		•	Lectures	= 68 Hours

"Mobile computing is to develop system and application level software for small, battery powered terminals equipped with the wireless network connection."

Introducing the Mobile Internet The Mobile Internet is here, The Rise of Mobile data, Key Services for the mobile Internet, Business opportunities.

WAP The Mobile Internet Standard: Making the Internet Mobile, Challenges and Pitfalls, Overview of the Wireless Application Protocol.

Implementing WAP Services The Wireless Mark-up Language Enhanced WML, WML Script and WTAI, User Interface Design, Marking Wireless Applications Easy to Use.

Tailoring Content to the Client, Push Messaging, Wireless Telephony Applications, building and Deploying End-to-End WAP Services.

UNIT 5:

Where Next

Advanced WAP

The Mobile Internet Future.

Main Book:

1. Sandeep Singhal, "The Wireless Application Protocol, Writing Applications for Mobile Internet", Pearson Education, 2000.

Reference Book:

- 1. Kumkum Garg, "Mobile Computing"
- 2. Asoke K Talukder, Hasan Ahmed, Roopa Yavagal, "Mobile Computing", McGraw-Hill.
- 3. Frank Adelstein, Sandeep, KS Gupta, "Fundamentals of Mobile and Pervasive Computing", McGraw-Hill.
- 4. Rez B'Far, Roy T. Fielding, "Mobile Computing Principles".
- 5. Jochen Schiller, "Mobile Communications"

5 Hours

15 Hours

24 Hours

20 Hours

4 Hours