Paper Code : MBC:504
Paper Name : Mobile Computing

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."

UNIT 1: 5 **Hours**

Introducing the Mobile Internet

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

UNIT 2: 15 **Hours**

WAP

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

UNIT 3: 24 **Hours**

Implementing WAP Services

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

UNIT 4: 20 **Hours**

Advanced WAP

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

UNIT 5:

Where Next **4 Hours**

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"