

SRM VALLIAMMAI ENGINEERING COLLEGE

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

QUESTIONBANK



VI SEMESTER

1904601–MOBILE COMPUTING

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QUESTION BANK

SUBJECT : 1904601 MOBILE COMPUTING

SEM / YEAR: VI/III

UNIT I -INTRODUCTION			
Basics of Mobile Computing – Mobile Computing Vs Wireless Networking – Hand off and Hand over-Hidden Terminal Problem-Mobile Computing Applications – Characteristics of Mobile computing – Structure of Mobile Computing Application. MAC Protocols – Wireless MAC Issues – Fixed Assignment Schemes – Random Assignment Schemes – Reservation Based Schemes.			
PART A			
Q.No	Questions	BT Level	Competence
1.	Define Mobile computing.	BTL1	Remember
2.	Tabulate the wireless networking standards used in Mobile Computing.	BTL1	Remember
3.	Differentiate Mobile Computing and Wireless Networking.	BTL2	Understand
4.	List the applications of Mobile Computing.	BTL1	Remember
5.	Point out the challenges faced by Wireless Communication.	BTL4	Analyze
6.	Give the advantages of mobile computing.	BTL2	Understand
7.	What are the limitations of mobile computing?	BTL1	Remember
8.	List the random assignment schemes.	BTL1	Remember
9.	Point out the issues of Wireless MAC Protocol.	BTL4	Analyze
10.	Define Ad-Hoc networks.	BTL1	Remember
11.	Illustrate the structure of mobile computing applications.	BTL3	Apply
12.	Classify the MAC Protocols.	BTL4	Analyze
13.	Distinguish between infrastructure-based network and infrastructure-less Network.	BTL2	Understand
14.	Give the characteristics of mobile computing.	BTL2	Understand
15.	Show the schematic operation of CDMA scheme.	BTL3	Apply
16.	Classify Hidden Terminal and Exposed Terminal Problem with the help of a diagram.	BTL3	Apply
17.	Compose a role which is played by Radio/Infrared signals play in Mobile Computing.	BTL6	Create
18.	Assess why is the MAC protocol designed for infrastructure-based wireless network may not work satisfactory in infrastructure-less environment. Justify your answer.	BTL5	Evaluate
19.	Develop a MACA Protocol? In which environment is it suitable? Justify your answer.	BTL6	Create
20.	Formulate a reason why Collision Detection based protocol is not suitable for wireless networks.	BTL5	Evaluate
21.	Give the various features of mobile computing	BTL2	Understand
22.	Show the effect of Hidden terminal problem	BTL3	Apply

23.	Classify CTS and RTS	BTL4	Analyze
24.	Assess on the terms FDMA and TDMA	BTL5	Evaluate
PART – B			
1.	(i) Analyze the various applications of mobile computing in the real-world scenario. (7) (ii) Explain in detail about Mobile Computing. (6)	BTL4	Analyze
2.	Describe in detail about the random assignment schemes that are used in CDMA protocol.(13)	BTL2	Understand
3.	(i) Compare and contrast mobile computing and wireless networking. (7) (ii) Analyze the properties required for MAC Protocols.(6)	BTL4	Analyze
4.	(i) Demonstrate the working principle of CDMA scheme.(7) (ii) Demonstrate the working principle of FDMA scheme.(6)	BTL3	Apply
5.	(i)How does MAC protocol for Wireless networks differ from wired network?Justify your Statement.(7) (ii) Identify the use of MAC Protocols.(6)	BTL1	Remember
6.	Explain the fixed assignment MAC protocols with neat diagram(13)	BTL1	Remember
7.	Differentiate between TDMA,FDMA and CDMA.(13)	BTL2	Understand
8.	(i) Classify the MAC protocols for adhoc networks.(7) (ii) Examine how the contention free protocols overcome the short comings of contention based protocols.(6)	BTL3	Apply
9.	Generalize the role of pseudo random generator in the working of CDMA Protocol.(13)	BTL6	Create
10.	(i) Examine the characteristics of mobile computing.(7) (ii) Describe the 3 tier structure of mobile computing application.(6)	BTL1	Remember
11.	Explain the different categories of MAC protocols in detail.(13)	BTL4	Analyze
12.	Discuss: (i)Hidden terminal problem.(7) (ii) Exposed terminal problem.(6)	BLT2	Understand
13.	(i) Describe the role of MAC protocol. In which layer of OSI model the MAC protocols operated?(7) (ii) Identify the role of CSMA /CA in wireless network.(6)	BTL1	Remember
14.	Summarize the issues of Wireless MAC Protocols.(13)	BTL5	Evaluate
15.	Discuss on the Architecture of mobile telecommunication.(13)	BTL2	Understand
16.	Examine the difference between wireless and mobile computing with suitable example.(13)	BTL3	Apply
17.	Summarize on the structure of mobile computing application Characteristics of mobile computing.(13)	BTL5	Evaluate
PART -C			
1.	Do you agree with the following statement: “In CSMA/CD protocol, when two nodes transmit on a shared medium, a collision can occur only when two nodes start transmitting exactly at the same instant?” Explain your answer.(15)	BTL5	Evaluate
2.	What is MACA protocol? In which environment is it suitable? Briefly explain its working. Compose a solution to solve the hidden and exposed terminal problem using MACA protocol.(15)	BTL6	Create
3.	Explain the different categories of MAC protocols. Identify the situations under which protocols from one category would be preferable over the other categories. Explain the working of a reservation-based MAC protocols. (15)	BTL5	Evaluate

4.	Summarize on infrastructure-based networks and infrastructure-less networks with the help of suitable schematic diagrams. (15)	BTL5	Evaluate
5.	Compose on the terms FDMA, TDMA,CDMA,ALOHA and CSMA.(15)	BTL6	Create
UNIT II -MOBILEINTERNETPROTOCOL AND TRANSPORT LAYER			
Overview of Mobile IP – Features of Mobile IP – Key Mechanism in Mobile IP – route Optimization. Overview of TCP/IP – Architecture of TCP/IP- Adaptation of TCP Window – Improvement in TCP Performance-Tunneling.			
PART – A			
1.	Define Mobile IP.	BTL1	Remember
2.	What is meant by route optimization?	BTL1	Remember
3.	Express the idea of encapsulation.	BTL2	Understand
4.	What do you know about ‘agent solicitation’?	BTL1	Remember
5.	Predict the functions of DHCP.	BTL2	Understand
6.	Differentiate between Tunneling and reverse Tunneling.	BTL2	Understand
7.	Formulate a plan to create mobile IP along with the basic requirements.	BTL6	Create
8.	Show the schematic operation of M-TCP.	BTL3	Apply
9.	Define COA.	BTL1	Remember
10.	Illustrate the use of BOOTP protocol.	BTL3	Apply
11.	Give the functions of various protocols used in application layer of TCP.	BTL2	Understand
12.	Infer the use of snooping protocols to improve TCP	BTL4	Analyze
13.	Compare and contrast indirect TCP and mobile TCP.	BTL4	Analyze
14.	Develop a solution to reduce the congestion in a mobile network.	BTL6	Create
15.	Assess why does Congestion occur in a network?	BTL5	Evaluate
16.	Point out the features of ‘SlowStart’ in Mobile Computing.	BTL4	Analyze
17.	Assess the term ‘adaptive transmission control mechanism’.	BTL5	Evaluate
18.	List the modifications proposed in single-hop and multi-hop wireless networks.	BTL1	Remember
19.	Demonstrate the IP datagram structure.	BTL3	Apply
20.	Define congestion avoidance.	BTL1	Remember
21.	Predict the role of mobile IP	BTL2	Understand
22.	Define Tunneling process	BTL3	Apply
23.	Infer on Encapsulation and decapsulation	BTL4	Analyze
24.	Discriminate the Role of HTTP and SMTP	BTL5	Evaluate
PART-B			
1.	Examine the following encapsulation methods (i) IP-in-IP and Minimal IP (7) (ii) GRE encapsulation (6)	BTL1	Remember
2.	Give the comparison of various TCP advantages and disadvantages in wireless networking.(13)	BTL5	Evaluate
3.	Describe the following terms in detail: (i) Agent Discovery and Agent solicitation.(7) (ii) Corresponding Node.(6)	BTL1	Remember
4.	With a neat diagram explain DHCP and its protocol architecture(13)	BTL1	Remember
5.	Demonstrate the working principle of mobile IP. (13)	BTL3	Apply
6.	Summarize following the key mechanisms in mobile IP (i) Discovering and registering care of address. (7) (ii) Tunneling care of address. (6)	BTL2	Understand

7.	With a neat diagram explain how packet delivery to and from a mobile node is transferred in mobile IP.(13)	BTL4	Analyze
8.	(i) Examine the reason why congestion occurs in a network?(7) (ii) Examine how does TCP detect and handle congestion.(6)	BTL3	Apply
9.	(i) Explain the layered architecture of the TCP/IP protocol suite(7) (ii) Compare it with the ISO/OSI architecture.(6)	BTL4	Analyze
10.	i) Summarize slow start in TCP operation.(7) ii)How does slow start help to improve the performance of TCP?(6)	BTL2	Understand
11.	Modify the traditional TCP to M-TCP for working efficiently in wireless Mobile Network.(13)	BTL6	Create
12.	(i) Explain the functions of I-TCP.(7) (ii)Write a note on Freeze-TCP.(6)	BTL1	Remember
13.	(i) Discuss about TCP in single-hop mobile networks.(7) (ii) Discuss about TCP in multi-hop mobile networks.(6)	BTL2	Understand
14.	Analyze the congestion control mechanisms adopted by the TCP in order to improve the performance of traditional networks.(13)	BTL4	Analyze
15.	Discuss about DHCP.(13)	BTL2	Understand
16.	Examine the Key mechanisms of mobile IP.(13)	BTL3	Apply
17.	Give the Route optimization strategies.(13)	BTL5	Evaluate

PART-C

1.	Briefly explain the M-TCP approach of extending TCP to work efficiently in mobile wireless networks. How does M-TCP maintain end-to-end semantics?(15)	BTL5	Evaluate
2.	Compose the solutions to handle handoff in Snooping TCP.(15)	BTL6	Create
3.	(i) Explain the discovery of care of address in the context of movement of a mobile to a foreign network. (8) (ii) What do you mean by encapsulation and decapsulation in the context of mobile IP? Explain why they needed? (7)	BTL5	Evaluate
4.	What problems would occur if the traditional TCP is used in mobile wireless environments? explain how TCP can be adapted to work efficiently in a mobile wireless environment. (15)	BTL5	Evaluate
5.	Compose short notes on the following: (a) Correspondent Node(3) (b) Care-of-Address(3) (c) Agent Discovery(3) (d) Tunnelling and Encapsulation(3) (e) Home Agent and Foreign Agent.(3)	BTL6	Create

UNIT III -MOBILE TELECOMMUNICATION SYSTEM

Global System for Mobile Communication (GSM) – General Packet Radio Service (GPRS) –Universal Mobile Telecommunication System (UMTS).

PART – A

1.	Define GSM.	BTL1	Remember
2.	Tabulate the services of GSM?	BTL1	Remember
3.	Show the importance of GPRS.	BTL3	Apply
4.	Evaluate in what ways is GPRS better than GSM?	BTL5	Evaluate
5.	Define UMTS. What are the elements of UMTS?	BTL1	Remember
6.	Classify the functions of HLR and VLR.	BTL3	Apply
7.	Differentiate between a GSM network and UMTS network.	BTL2	Understand

8.	Give the Functions of GGSN.	BTL2	Understand
9.	List the supplementary services provides by GSM.	BTL1	Remember
10.	Discuss about BTS.	BTL2	Understand
11.	Give the limitations of GPRS.	BTL2	Understand
12.	Analyze the purpose of EIR in Mobile Computing.	BTL4	Analyze
13.	List the elements of NSS with functions.	BTL1	Remember
14.	Classify the major functions in RSS.	BTL4	Analyze
15.	Create different ways to develop anonymity.	BTL6	Create
16.	Discriminate between UMTS networks and 2Gnetworks.	BTL5	Evaluate
17.	Show the differences between 1G, 2G,3G Cellular Networks.	BTL3	Apply
18.	Point out the import features of GSM security.	BTL4	Analyze
19.	Generalize the suggestions of mobile phones with respect to human body.	BTL6	Create
20.	Define Call Routing.	BTL1	Remember
21.	Discuss on GSM and GPRS	BTL2	Understand
22.	Show the Advantages of GPRS	BTL3	Apply
23.	Point out Limitations of UMTS	BTL4	Analyze
24.	Discriminate the Functions of 1G,2G,3G and 4G	BTL5	Evaluate
PART – B			
1.	(i) Explain GPRS protocol suite.(7) (ii) Explain GPRS services.(6)	BTL5	Evaluate
2.	Describe the GSM architecture in detail.(13)	BTL1	Remember
3.	(i) Illustrate the functions of authentication and encryption in GSM?(7) (ii)How a GSM network provides security to the customers.(6)	BTL3	Apply
4.	(i) Demonstrate briefly about VHE.(7) (ii)In what way VHE is applied in 3Gnetworks?(6)	BTL3	Apply
5.	(i)Explain GPRS transmission plane protocol reference model. (7) (ii) Why UMTS technology is superior to GPRS technology? Justify your answer. (6)	BTL6	Create
6.	Describe in detail about (i) 2G Networks. (7) (ii) 3G Networks. (6)	BTL1	Remember
7.	Classify briefly about the various categories of GSM services.(13)	BTL4	Analyze
8.	(i) Discuss UMTS architecture in detail.(7) (ii) Interpret the functions of HLR and VLR in call routing and roaming?(6)	BTL2	Understand
9.	Describe the evolution of mobile cellular communication Technology.(13)	BTL1	Remember
10.	Summarize the characteristics of different generations of cellular networks in detail.(13)	BTL2	Understand
11.	(i) Explain the registers in GSM architecture. (7) (ii) Explain the bearer services offered by GSM.(6)	BTL1	Remember
12.	Summarize the transport technologies used across generation of cellular networks.(13)	BTL2	Understand

13.	(i)Is 3G cellular wireless technology superior to 2G technology? Justify your answer.(7) (ii) Analyze the advantages and limitations of GPRS.(6)	BTL4	Analyze
14.	Explain the similarities and dissimilarities between a GSM network and UMTS networks. (13)	BTL4	Analyze
15.	Summarize on the Difference of GSM and GPRS(13)	BTL2	Understand
16.	Demonstrate on pros and cons of UMTS and GPRS(13)	BTL3	Apply
17.	Evaluate and explain the GSM architecture diagram and explain the various scenarios.(13)	BTL5	Evaluate

PART-C

1.	Give an overview of the working of current mobile cellular phones. Briefly explain the distinguishing features of various generations of wireless cellular networks.(15)	BTL5	Evaluate
2.	Prepare a list of important functional differences and similarities between 1G,2G and 3G cellular networks.(15)	BTL6	Create
3.	What do you understand by 2.5G? Mention a few characteristic feature of this technology. Explain how is it different from 2G and 3G technologies.(15)	BTL5	Evaluate
4.	Prepare the reasons as to why a mobile handset is compact and lightweight and yet provides a large number of features such as roaming, camera, audio and video play and record, Internet browsing, etc., while the traditional landline phone handsets are bulky and provide only limited features.(15)	BTL6	Create
5.	Relate and Explain the real time example with the GSM,GPRS and UMTS.(15)	BTL6	Create

UNIT IV -MOBILE AD-HOC NETWORKS

Ad-Hoc Basic Concepts – Characteristics – Applications – Design Issues – Routing – Essential of Traditional Routing Protocols –Distance Vector and Link State Routing Protocols – VehicularAd Hoc networks (VANET) – MANET Vs VANET – Security.

PART – A

1.	Define an Adhoc network.	BTL1	Remember
2.	Show the applications of MANETs.	BTL3	Apply
3.	Summarize the characteristics of MANETs.	BTL5	Evaluate
4.	Examine the requirement for Ad-Hoc Networks for its working.	BTL3	Apply
5.	What is multicast routing protocol?	BTL1	Remember
6.	Classify the MANET routing algorithms.	BTL4	Analyze
7.	Develop a solution for the identification of network topology after changes due to mobility.	BTL6	Create
8.	Give a comparison between DSDV and DSR.	BTL5	Evaluate
9.	Analyze about the term ‘CGSR’.	BTL4	Analyze
10.	Express dynamic source routing (DSR).	BTL2	Understand
11.	Distinguish proactive and reactive protocols	BTL2	Understand
12.	List the characteristics of MANETs	BTL1	Remember
13.	Differentiate MANET and VANET.	BTL4	Analyze
14.	List the steps in the operation of DSDV.	BTL1	Remember
15.	Design a schematic model of Mobile Adhoc Network.	BTL6	Create
16.	Interpret the count to infinity problem.	BTL2	Understand
17.	Tabulate the attacks at various layers of MANET protocol	BTL1	Remember

18.	Identify the issues that are addressed by routing protocol in MANET.	BTL1	Remember
19.	Interpret the concept of RTT.	BTL2	Understand
20.	Show Why traditional routing strategies cannot be deployed in a MANET.	BTL3	Apply
21.	Interpret the term routing	BTL2	Understand
22.	Show the example for Distance vector routing	BTL3	Apply
23.	Classify the advantages of Link state routing	BTL4	Analyze
24.	Give the Comparison of DVR and LSR	BTL5	Evaluate
PART – B			
1.	(i) Discuss the characteristics of MANET.(7) (ii) Summarize the applications of MANET.(6)	BTL2	Understand
2.	(i) Illustrate DSR routing in detail.(7) (ii) Show the working of DSDV routing in detail.(6)	BTL3	Apply
3.	Demonstrate how multicast routing is carried out in ad-hoc networks.(13)	BTL3	Apply
4.	(i) Integrate the problems caused by dynamic topology in the design of routing protocol.(7) (ii)How are these problems addressed in a popular MANET routing protocol?(6)	BTL6	Create
5.	(i) Evaluate why traditional packet routing protocol for wired network cannot be used straight away in a MANET.(7) (ii) Evaluate how is an Adhoc network setup without the infrastructure support.(6)	BTL5	Evaluate
6.	Describe at least three applications of Mobile Ad-Hoc Networks.(13)		
7.	(i)Draw and explain the architecture of VANET. (8) (ii) Explain how does it differ from MANET? (5)	BTL1	Remember
8.	Describe the design issues of MANET protocols. (13)	BTL1	Remember
9.	(i) Explain the multicast routing protocols for MANET.(7) (ii) Pointout the features of multicast routing protocols for MANET(6)	BTL4	Analyze
10.	Write short notes on: (i) Characteristics of a secure ad hoc network.(7) (ii) Security attack counter measures.(6)	BTL1	Remember
11.	Explain the major types of security attacks that are possible in a mobile adhoc network.(13)	BTL1	Remember
12.	(i) Express the “continuity-to-infinity”problem.(7) (ii)How it is addressed in MANET.(6)	BTL2	Understand
13.	Classify the different categories of routing protocols for mobile adhoc networks.(13)	BTL4	Analyze
14.	Point out the factors that make the mobile adhoc networks more vulnerable to security attacks compared to the traditional networks.(13)	BTL4	Analyze
15.	Express routing scenario with example.(13)	BTL2	Understand
16.	Demonstrate distance vector routing and link state routing with example.(13)	BTL3	Apply

17.	Evaluate the advantages and disadvantages of MANET and VANET.(13)	BTL5	Evaluate
PART-C			
1.	Explain the important classes of MANET routing protocols and compare their relative advantages. Compare them with respect to network overhead, routing quality and routing time.(15)	BTL5	Evaluate
2.	What do you mean by size and node density of a MANET? Explain these two terms and discuss how these two parameters impact the design of a MANET?(15)	BTL5	Evaluate
3.	Explain the factors that make mobile ad hoc networks more vulnerable to security attacks compared to the traditional networks. Also explain major types of security attacks that are possible in a mobile ad hoc network. Compose a solution to overcome from these types of attacks.(15)	BTL6	Create
4.	What is an ad hoc network? Why the traditional routing strategies cannot be deployed in a MANET straightaway? Compare the MANET routing strategies with the routing strategies of traditional networks.(15)	BTL5	Evaluate
5.	Compose a solution to routing scenario with travelling salesman problem.(15)	BTL6	Create
UNIT V MOBILE PLATFORMS AND APPLICATIONS			
Mobile Device Operating Systems – Special Constraints & Requirements – Comparison of Windows and Android OS-Commercial Mobile Operating Systems-Mobile Payment System – Security Issues.			
1.	What is microkernel operating system?	BTL1	Remember
2.	Give four examples of Mobile OS.	BTL2	Understand
3.	Differentiate the operating system for mobile phone different from the operating system for desktop.	BTL2	Understand
4.	Show the advantages of mobile operating system.	BTL3	Apply
5.	Define POS.	BTL1	Remember
6.	Assess the special constraints and requirements of Mobile OS.	BTL5	Evaluate
7.	What is M-commerce?	BTL1	Remember
8.	Explain the pros and cons of E-Commerce	BTL5	Evaluate
9.	Express micropayment in M-Commerce.	BTL2	Understand
10.	Define one different payment system are available in M-Commerce.	BTL1	Remember
11.	Show why microkernel preferred for developing a mobile OS?	BTL3	Apply
12.	List the different versions of Android.	BTL1	Remember
13.	Point out the drawbacks of Symbian OS.	BTL4	Analyze
14.	Analyze the features of windows iPhone.	BTL4	Analyze
15.	Describe UIQ interface.	BTL3	Apply
16.	Develop Android software stack.	BTL6	Create
17.	Describe the features of Blackberry operating system.	BTL2	Understand
18.	Differentiate E-commerce and M-commerce.	BTL4	Analyze
19.	Compose a structure of sensor operating system.	BTL6	Create
20.	Differentiate between OS for sensor Network with Traditional OS.	BTL1	Remember
21.	Express the Applications of mobile OS	BTL2	Understand
22.	Describe Transaction processing in mobile environment	BTL3	Apply
23.	Analyze the Software development kit	BTL4	Analyze
24.	Explain the Security issues	BTL5	Evaluate
PART – B			
1.	Explain the special constraints and requirements of mobile OS.(13)	BTL5	Evaluate

2.	i) Discuss about the evolution and the features of Windows mobile OS.(6) ii) Give the structure of Android software stack and explain.(7)	BTL2	Understand
3.	Compare and contrast the various mobile OS.(13)	BTL4	Analyze
4.	Summarize the various applications of M-Commerce(13)	BTL2	Understand
5	(i) List and explain the components of mobile operating System.(8) (ii) Write short notes on Android SDK.(5)	BTL1	Remember
6.	(i) Illustrate mobile device with at least one suitable example(7) (ii)Explain the flexibilities that a user would be required to sacrifice when a single tasking operating system is used in the mobile device.(6)	BTL3	Apply
7.	i) Illustrate the architecture of Android operating system.(7) ii) Examine the possible reasons to why it has been able to rapidly improve its market share compared to its peers since its introduction few years ago. (6)	BTL3	Apply
8.	Write detailed notes on E-Commerce. (13)	BTL1	Remember
9.	(i) What do you understand by M-commerce? Explain the advantages and disadvantages of M-commerce?(7) (ii) Identify the situation where micropayments are essential and how it can be achieved?(6)	BTL1	Remember
10.	Generalize the functions of (i)B2B Commerce. (7) (ii) B2Ccommerce. (6)	BTL6	Create
11.	(i) Identify the properties of mobile payment system.(7) (ii) Describe about mobile payment solutions(6)	BTL1	Remember
12.	Explain the different mobile payment schemes and security issues.(13)	BTL2	Understand
13.	(i) Analyze how the mobile payment process and explain with neat diagram. (7) (ii) What do you understand by the mobile payment system?(6)	BTL4	Analyze
14.	Explain the ways by which m-payments are settled along with any two applications.(13)	BTL4	Analyze
15.	Explain the Android SDK features and application	BTL2	Understand
16.	Illustrate on Structure of M-Commerce and the Pros and cons of M-Commerce	BTL3	Apply
17.	Evaluate Mobile application development protocols	BTL5	Evaluate

PART-C

1.	Assess the special features that an operating system for mobile device needs to support compared to the features provided by a traditional operating system. (15)	BTL5	Evaluate
2.	Analyze the principle functions of the operating system of a mobile device and explain with an example application implemented on mobile device and the specific operating system service that it make use of it.(15)	BTL 6	Create
3.	What do you understand by the mobile payment system? Briefly explain an application where mobile payment may be useful. Explain the different payment systems that are available. (15)	BTL 5	Evaluate
4.	What is RFID? Briefly explain the principle of its working. Integrate an application in which RFID is useful? (15)	BTL 6	Create
5.	Create an application with android OS and any other mobile OS and Explain the difference among them.	BTL 5	Evaluate