

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION SEMESTER II **SESSION 2016/2017**

LEBBUKA

COURSE NAME

: PERVASIVE COMPUTING

COURSE CODE

: BIW 33403

PROGRAMME CODE : BIW

EXAMINATION DATE : JUNE 2017

DURATION

: 2 HOURS 30 MINUTES

INSTRUCTION

: ANSWERS ALL QUESTIONS

THIS QUESTION PAPER CONSISTS OF SIX (6) PAGES

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Q1 State TRUE or FALSE for each of the following statement.

(a) Wireless Session Protocol (WSP) provides HTTP 2.0 functionality.

(1 mark)

(b) Wireless Telephony Application (WTA) Application Programming Interface (API) includes functionalities such as call control, network text messaging, phone book interface and event processing.

(1 mark)

(c) Wireless Transaction Protocol (WTP) supports peer-to-peer, client/server and multicast applications.

(1 mark)

(d) Wireless Telephony Application (WTA) User Agent can access mobile device's telephony functions through Wireless Telephony Application Interface (WTAI).

(1 mark)

(e) Wireless Transaction Protocol (WTP) for class 2 provides reliable message transfer with exactly **ONE** (1) reliable result message.

(1 mark)



Q2 Answer the following questions based on Figure Q2.

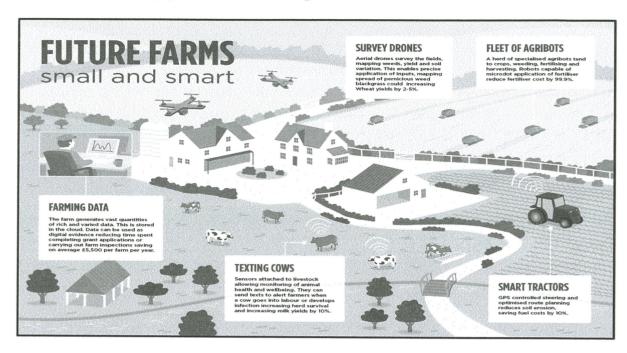


Figure Q2

- (a) Explain FOUR (4) areas in computer sciences that are related to design a future farms; small and smart.

 (12 marks)
- (b) Discuss FOUR (4) benefits of implementing the idea of future farms; small and smart to the farmers.

(8 marks)



- (c) Examine **FOUR (4)** potential limitations in designing future farms; small and smart. (12 marks)
- (d) Assume that you are the person who design the smart tractor in **Figure Q2**. Explain **TWO (2)** categories of Intellectual Property Rights that can be issued for your design.

(3 marks)

Q3 Answer the following questions based on Figure Q3.

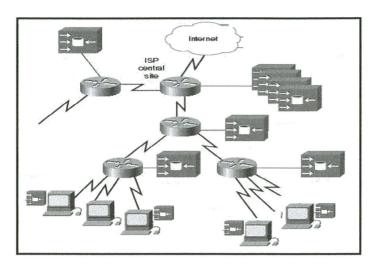


Figure Q3

(a) Redraw **Figure Q3** by incorporating **SIX (6)** levels/areas where cooperative caching process should be done.

(6 marks)

(b) Examine **THREE** (3) major issues after implementing cooperative cache in **Q3(a)**.



(c) Explain **TWO** (2) methods to calculate the performance of data caching.

(4 marks)

(d) Differentiate **TWO** (2) criteria of Most Recently Used (MRU) Cache Replacement and Least Frequently Used (LFU) Cache Replacement.

(4 marks)

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Q4 Consider the following scenario:

You are asked to design a user interface for a wrist watch. In your research you find out that people will use it for;

- indoors and outdoors,
- they will use it in the dark as well as in sunlight,
- they will use it when they run to catch the train,
- they sit in a lecture hall,
- exercise purposes.

As a good designer, you will end up with many ideas for an exciting user interface for each situation.

(a) Propose FIVE (5) ideas on how context-aware computing concept can be implemented when you design that specific wrist watch.

(10 marks)

(b) Based on Q4(a), justify whether the design of your wrist watch is an active or passive context-aware application. Give TWO (2) reasons for your justification.

(5 marks)

(c) By using an appropriate figure, illustrate the abstract layered architecture for context-aware systems.

(5 marks)

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Q5 Answer the following questions based on Figure Q5.

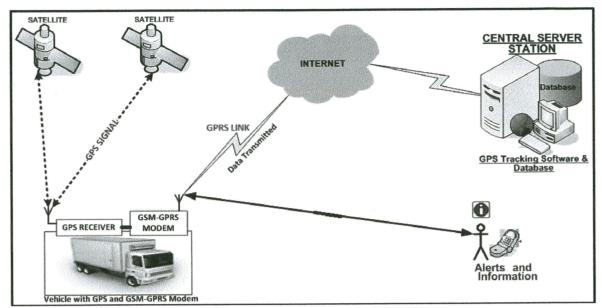


Figure Q5

- (a) Suggest **THREE** (3) potential limitations of the smartphones features which can receive alerts and information from vehicle tracking system.

 (6 marks)
- (b) Explain how Global Positioning System (GPS) satellites work to detect vehicle (truck) on earth. (8 marks)
- (c) Describe **THREE** (3) advantages and **THREE** (3) disadvantages of implementing satellite applications. (6 marks)

