

**AIM:**

To provide a sound conceptual knowledge in mobile computing.

**OBJECTIVE:**

To provide the students with the competencies required to simulate and understand the mobile wireless network.

**Experiments in the following topics:**

1. Simulation of application using J2ME simulator
  - a. Midlet and other basic UI items.
  - b. Bluetooth API
  - c. Implementation of Wireless Messaging
  - d. MMAPI
2. Simulation of applications to access web sites using Microsoft Windows Mobile .net environment
3. Simulation of Implementation of playing games and photo sharing applications using BREW (Binary Runtime Environment for Wireless Toolkit)
4. Simulation of Infotainment (news, weather forecasts etc) using WAP
5. Simulation of applications using symbian OS

**TOTAL= 45 PERIODS**