

Branch Name:	COMPUTER ENGINEERING (SOFTWARE ENGINEERING)
Program Code:	ET203
Course Title:	Advanced Wireless Network and Mobile Computing practical
Course Code:	2ET2030204P
Pre-requisite Course:	Basic knowledge of common programming concepts, including

Course Objectives: Able to Understand the working principles of the computer System and its components, Apply the knowledge to build, assess, and analyze the software and hardware aspects of it. To facilitate the graduates with the ability to visualize, gather information, articulate, analyze, solve complex problems, and make decisions.

Teaching and Examination Scheme:

Credit	Teaching Scheme				Evaluation Scheme (Marks)								
	Hours per week				Theory (Marks)				Practical (Marks)				Total (Marks)
	L	T	P	Total	SEE		CCA		SEE		CCA		
					Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
1		-	2	2	-	-	-	-	10	25	10	25	50

Course Contents:

Unit	Details	Contact Hours
1	Introduction of WML	2
2	Write a WML program to display title.	2
3	Write a WML program to display table.	2
4	Write a WML program to display personal information.	2
5	Write a WML program for option group.	2
6	Design a mobile phone book using WML Script.	2
7	Introduction to WML events, functions & WML Scripts.	2
8	Design a calculator using WML Script.	2
9	Transfer an image, audio and video file using Bluetooth protocol with varying distance between two devices and analyze the performance.	2
10	Establish seamless wireless connectivity using multiple access point.	2

Reference Books:

1. Wireless Communications: Principles and Practice, 2nd Edition, By Theodore S. Rappaport..
2. Kaveh Pahlavan, PrasanthKrishnamoorthy, “Principles of Wireless Networks”, PHI/Pearson Education, 2003
3. Wireless Networks and Mobile Computing By [Koushik Sinha](#), [Sasthi C. Ghosh](#), [Bhabani P. Sinha](#)

Course Learning Outcomes:

At the end of the course, students will be able to:

Course Outcomes	Description	Bloom's Taxonomy Level
CLO1	Develop skills in diagnosing and resolving common issues related to wireless networks and mobile computing.	Understanding (2) Applying (3)
CLO2	Develop problem-solving skills, critical thinking, and adaptability to address real-world challenges in the wireless and mobile domain.	Understanding (2) Applying (3)
CLO3	Familiarity with tools and software used for managing and monitoring wireless networks and mobile devices.	Applying (3)
CLO4	Discover how to create mobile services and apps that take advantage of wireless network features.	Applying (3)

Mapping of CLO with PO and PSO

Course Learning Outcomes	Program Outcomes (POs)												Program Specific Outcomes(PSOs)			
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
CLO1	H	H														
CLO2	H	M	L	M	M											
CLO3	H	H	H	M	M											
CLO4	H	H	M	H												

H: High, M: Medium, L: Low