

PART A:(10*2)

S.No		Course Learning Outcome
1	Discuss in brief the routing problem in mobile computing.	CLO3
2	Define reactive routing protocol.	CLO3
3	Specify with example count to infinity problem.	CLO3
4	Differentiate between AODV and DSR routing protocol.	CLO3
5	Differentiate between route discovery and route maintenance.	CLO3
6	Give the taxonomy of routing protocols according to the structure.	CLO4
7	Define route caching.	CLO4
8	What is interest message in directed diffusion routing protocol.	CLO4
9	Differentiate between unicasting, multicasting and broadcasting.	CLO4
10	Briefly discuss the messages generated in AODV.	CLO4

PART B:(10*3)

S.No		Course Learning Outcome
11	Discuss in detail how DSDV handles count to infinity and looping problem.	CLO3
12	Explain with example TORA routing protocol.	CLO3
13	Discuss the route discovery and route reply in CBRP	CLO4
14	How AODV maintained the route. Discuss with an example.	CLO4