

Victoria University
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Submitted By

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Ans to The Q. NO. 1

Data Communication: communication is defined as process in which more than one computer transmits information, instruction to each other and for sharing resources. or in other words, communication is a process or act in which we can send or receive data. A network of computers is defined as an interconnected collection of autonomous computers. Autonomous means no computer can start, stop or control another computer.

*** Components of Data Communication**

A communication system is made up of the following components.

1. Message: A Message is a piece of information that is to be transmitted from one person to another. It could be a text file or an audio file, a video file etc.

2. Sender: It is simply a device that sends data message. It can be a computer, mobile telephone, laptop, video, camera

3. Receiver: It is a device that receives messages. It can be a computer, telephone, mobile etc.

4. Communication Channels: Communication channels are the medium that connect two or more workstations. Workstations can be connected by either wired media or wireless media

5. Set of Rules: When someone sends the message, it should be understandable to the receiver also otherwise it is meaningless. For example, Jack sends a message to Rose. If Jack writes Bangalore

Ans to the Q: NO. 1(b)

Bandwidth: The most common bandwidth definition, within the realm of networking is a measure of the maximum capacity of a network connection to transfer data. It's typically gauged in terms bps or it's multiples Kbps, Mbps, or Gbps

Consider bandwidth as a highway, where each lane represents a bit at bandwidth

Types of Bandwidth:

bandwidth can primarily be categorized into two types:

- * dedicated bandwidth

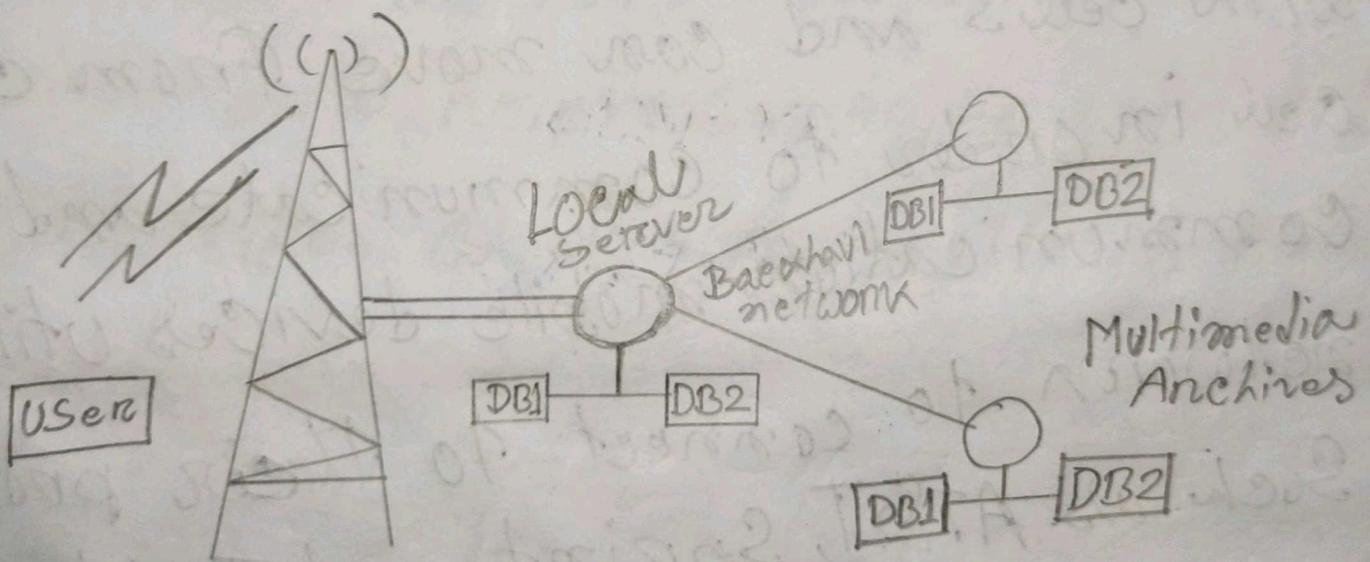
- * Shared bandwidth

Each types has its unique characteristics.

Ans To The Q: No. 3 (a)

Mobile Cellular Network: cellular network is most commonly the native connectivity method deployed with most cell phones, smartphones, and dial-up devices. It's a mobile-based network used with a radio antenna. These devices are associated with cell's and can move from cell to cell in order to communicate and maintain communication. mobile devices utilize network to connect to their providers. Such as AT&T, Sprint and T-Mobile are some of the most commonly used. Those providers then handle requests to the internet, or from device to device.

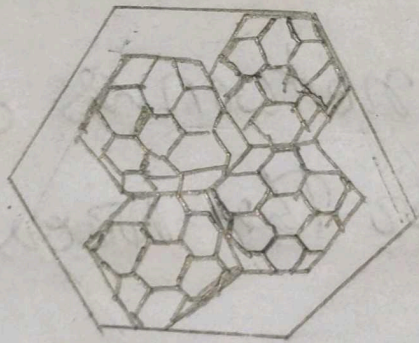
The radio antennas used are commonly set to a specific band / frequency and use specific cellular technology such as global system for mobile communications (GSM) and code division multiple access (CDMA).



Ans To The Q: NO. 3(b)

Cell cluster: A number of cells grouped together it's called cell cluster.

Example: a survey conducted by a company to better understand the preferences and needs of their customers.



A cell pattern using 34 cells in a cluster.

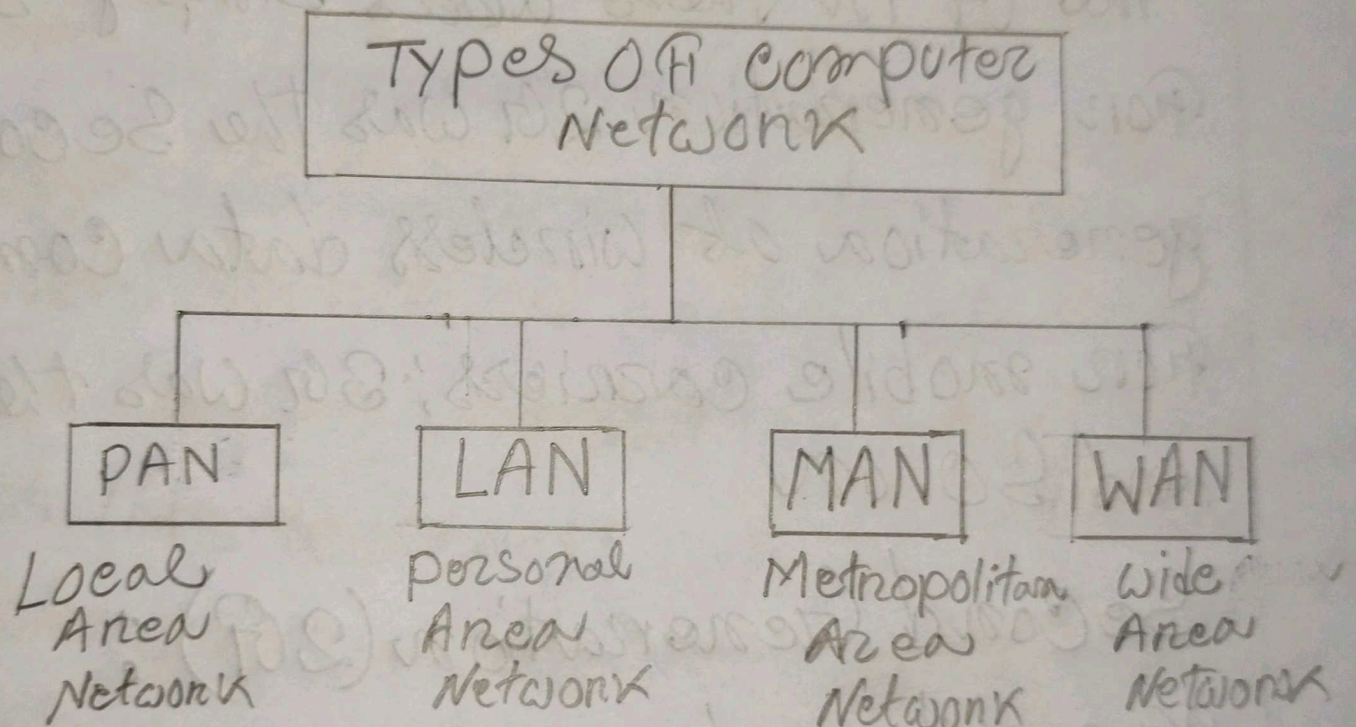
Ans to The Q. No. 4(a)

Network classification based on area:

The network allows computers to connect and communicate with different computers via any medium, LAN, MAN, and WAN are the three major types of networks designed to operate over the area they cover.

There are some similarities and dissimilarities between them. One of the major differences is the geographical area they cover, i.e.

LAN covers the smallest area MAN covers an area larger than LAN and WAN comprises the largest of all



Ans to The Q. NO. 4(b)

The basic difference between the mobile generation of 2G and 3G:

The G in these labels simply stands for generation. 2G was the second generation of wireless data communication for mobile carriers; 3G was the third and so on.

Second Generation (2G):

2G mobile network is based on GSM (Global System for mobile communication). This technology was developed in Finland. In 1991, messages are encrypted in this technology, use less battery and hence

leads to less power consumption. Also provided data services for mobile phones. Advanced versions are 2.5G and 2.7G.

2. Third Generation (3G):

3G mobile network was developed in Japan in 2001 to achieve heights of speed which was lacking in 2G technology. The standard for this technology was set by International Telecommunication Union (ITU). This technology provided users with services like GPS (Global positioning system) video conferencing and mobile television.