

- Note:**
1. All questions are compulsory with internal choice.
 2. Draw neat diagrams wherever necessary.
 3. Figures to the right indicate full marks.

Q.1 Answer the following (any four) (20)

- (a) Define IoT. Explain various characteristics of IoT.
- (b) Which IoT protocol are used at physical design of the IoT architecture?
- (c) What are the constraints in representational state transfer (REST) based communication APIs?
- (d) Differentiate between IoT and Machine to Machine.
- (e) Define system on chip (SoC) with its advantages and disadvantages.
- (f) What is graphics processing unit?

Q.2 Answer the following (any four) (20)

- (a) Explain push-pull communication model.
- (b) What is universal plug and play (UPnP)? explain its advantages.
- (c) List & explain advantages of message queuing telemetry transport. (MQTT)?
- (d) Explain constrained application protocol (CoAP) message format with neat and labelled diagram.
- (e) Differentiate between sensors and actuators.
- (f) What are the different types of wireless sensor networks (WSNs)?

Q.3 Answer the following (any four) (20)

- (a) Explain HTTP protocol in IOT.
- (b) Differentiate between analog sensors and digital sensors.
- (c) Explain architecture of wireless sensor networks (WSNs)?
- (d) Define edge computing. What is the purpose of edge computing?
- (e) Write a short note for following sensors:
 - I. Light Sensor
 - II. Gas Sensor
 - III. Ultrasonic sensor
- (f) What is machine to machine Communication model?

Q.4 Answer the following (any five) (15)

- (a) How can a camera be interfaced with IoT devices?
- (b) Define web server with its key features.
- (c) What are the various security issues in IoT ?
- (d) Write a short note on node red.
- (e) Differentiate between edge computing and fog computing.
- (f) Explain the following terms:
 - I. Arduino
 - II. NodeMCU