1. The mobile devices become more prevailing. Microsoft mobile window and Android OS are commonly employed for mobile devices. Please describe their strengths and weaknesses with the following three respects, 1) maintenance and management, 2) software and hardware compatibility, 3) executing performance (15%)

2. As for mobile devices programming, Microsoft .NET Framework, J2ME and Android architecture have their own application development environments. Please describe their difference with the following four respects, 1) programming maintenance and management, 2) software and hardware compatibility, 3) executing performance. 4) object code portability　(30%)

3. Please describe two modes of the 802.11, Ad Hoc mode and infrastructure mode, in details with their architecture and the textual description.(20%)

4. What is Cloud computing? What are its architecture and the difference from local computers? Please give figures or diagram with description to answer this question.(15%)

5　(20%)Please describe the following terminologies in details:
　甲、Multi-touch devices (5%)
　乙、E-readers (5%)
　丙、Streaming media(5%)
　丁、B-tree (5%)

參考用