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*Mobile Computing and Wireless  
Networks: Concepts, Methodologies,  
Tools, and Applications* CRC Press

Mobile computing is a generic term describing one's ability to use technology while moving, as opposed to portable computers, which are only practical for use while deployed in a stationary configuration. This book presents the latest research and applications in this fast-moving field.

**Any Time, Anywhere Computing**

Springer Science & Business Media

This textbook, now in its Second Edition, addresses the rapid advancements to the area of mobile computing. Almost every chapter has been revised to make the book up to date with the latest developments. It covers the main topics associated with mobile computing and wireless networking at a level that enables the students to develop a fundamental understanding of the

technical issues involved in this new and fast emerging discipline. This book first examines the basics of wireless technologies and computer communications that form the essential infrastructure required for building knowledge in the area of mobile computations involving the study of invocation mechanisms at the client end, the underlying wireless communication, and the corresponding server-side technologies. It includes coverage of development of mobile cellular systems, protocol design for mobile networks, special issues involved in the mobility management of cellular system users, realization and applications of mobile ad hoc networks (MANETs), design and operation of sensor networks, special constraints and requirements of mobile

operating systems, and development of mobile computing applications. Finally, an example application of the mobile computing infrastructure to M-commerce is described in the concluding chapter of the book. The book is suitable for a one-semester course in mobile computing for the undergraduate students of Computer Science and Engineering, Information Technology, Electronics and Communication Engineering, Master of Computer Applications (MCA), and the undergraduate and postgraduate science courses in computer science and Information Technology. Key Features • Provides unified coverage of mobile computing and communication aspects • Discusses the mobile application development, mobile operating systems and mobile databases as part of the

material devoted to mobile computing • Incorporates a survey of mobile operating systems and the latest developments  
*Spectrum-Aware Mobile Computing* Tata McGraw-Hill Education  
Mobile Computing provides a comprehensive coverage of both the communication and computing aspects. The student-friendly style, numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learning. Mobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering, electronics and communication engineering, and information technology. It describes the basic concepts of mobile computing and provides technical information about the

various aspects of the subject as also the latest technologies that are currently in use. The first few chapters present a balanced view of mobile computing as well as mobile communication, including the 2G and 3G communication systems, mobile IP, and mobile TCP. The subsequent chapters provide a systematic explanation of mobile computing as a discipline in itself. The book provides an in-depth coverage of databases in mobile systems, methods of data caching, dissemination and synchronization, Bluetooth, IrDA and ZigBee protocols, data security, mobile ad hoc and wireless sensor networks, and programming languages and operating systems for mobile computing devices. Written in an easy-to-understand and student-friendly manner,

the book includes several illustrative examples and sample codes. A comprehensive set of exercises is included at the end of each chapter. Mobile Computing Tata McGraw-Hill Education

"This book provides the latest research and best practices in the field of mobile computing offering theoretical and pragmatic viewpoints on mobile computing"--Provided by publisher.

**Mobile Computing Handbook** Tata McGraw-Hill Education

Mobile Computing technology addresses challenges that enable the realization of the global village concept where people can seamlessly access any information from anywhere through any device, while stationary or even at a state of mobility. This book covers all the

communication technologies starting from First Generation to Third Generation cellular technology, wireless LAN(WiFi), and wireless broadband(WiMax). It covers intelligent networks (IN) and emerging technologies like mobile IP, IPv6, and VoIP (Voice over IP). Written by a professional who has worked on several technologies, the book is replete with illustrations, examples, programs, interesting asides and much more! A storehouse of the most recent developments in the world of wireless, the book aims to fulfill the growing information and knowledge needs of a vast segment of interested audience: students, professionals, teachers and even non-technical people. Since it provides the big picture of all the technologies from CTI (computer

technology interface) to 3G (third generation) including Bluetooth, IN, WiFi and WiMax, as well as the service creation aspects, the book will be an indispensable repository of contemporary developments in the ever-expanding field of wireless services and mobile computing.

Mobile Computing Chapman and Hall/CRC

The debut of small, inexpensive, yet powerful portable computers has coincided with the exponential growth of the Internet, making it possible to access computing resources and information at nearly any location at almost any time. This new trend, mobile computing, is poised to become the main technology driver for a decade to come. There are many

*Mobile Computing, Applications, and Services* IGI Global

This book presents solutions to the problems arising in two trends in mobile computing and their intersection: increased mobile traffic driven mainly by sophisticated smart phone applications; and the issue of user demand for lighter phones, which cause more battery power constrained handhelds to offload computations to resource intensive clouds (the second trend exacerbating the bandwidth crunch often experienced over wireless networks). The authors posit a new solution called spectrum aware cognitive mobile computing, which uses dynamic spectrum access and management concepts from wireless networking to offer overall optimized computation offloading and scheduling

solutions that achieve optimal trade-offs between the mobile device and wireless resources. They show how in order to allow these competing goals to meet in the middle, and to meet the promise of 5G mobile computing, it is essential to consider mobile offloading holistically, from end to end and use the power of multi-radio access technologies that have been recently developed.

Technologies covered in this book have applications to mobile computing, edge computing, fog computing, vehicular communications, mobile healthcare, mobile application developments such as augmented reality, and virtual reality.

**Mobile Computing Research and Applications** John Wiley & Sons

The user in a mobile computing environment is able to access data from

any device in a network while on the move, spread across wired and wireless media. The technology to deliver on this promise now exists, and is one of the key drivers for growth across the telecommunications industry. This book provides a detailed survey of the technologies delivering true mobile computing – on both the service creation and device fronts. This book guides communications professionals and students through the complex web of acronyms, standards that wireless data runs on. It also details hot button security issues and new emerging technologies.

**Mobile Computing and Technology Applications in Tourism and Hospitality** PHI Learning Pvt. Ltd.

This book, suitable for IS/IT courses and

self study, presents a comprehensive coverage of the technical as well as business/management aspects of mobile computing and wireless communications. Instead of one narrow topic, this classroom tested book covers the major building blocks (mobile applications, mobile computing platforms, wireless networks, architectures, security, and management) of mobile computing and wireless communications. Numerous real-life case studies and examples highlight the key points. The book starts with a discussion of m-business and m-government initiatives and examines mobile computing applications such as mobile messaging, m-commerce, M-CRM, M-portals, M-SCM, mobile agents, and sensor applications. The role of

wireless Internet and Mobile IP is explained and the mobile computing platforms are analyzed with a discussion of wireless middleware, wireless gateways, mobile application servers, WAP, i-mode, J2ME, BREW, Mobile Internet Toolkit, and Mobile Web Services. The wireless networks are discussed at length with a review of wireless communication principles, wireless LANs with emphasis on 802.11 LANs, Bluetooth, wireless sensor networks, UWB (Ultra Wideband), cellular networks ranging from 1G to 5G, wireless local loops, FSO (Free Space Optics), satellites communications, and deep space networks. The book concludes with a review of the architectural, security, and management/support issues and their

role in building, deploying and managing wireless systems in modern settings.

*Mobile Computing & Wireless*

*Communication: Subject Notes* IGI Global

Mobile computing skills are becoming standard in the IT industry Mobile Computing Deployment and Management: Real World Skills for CompTIA Mobility+ Certification and Beyond is the ultimate reference for mobile computing. Certified Wireless Network Expert Robert J. Bartz guides IT and networking professionals through the fundamental and advanced concepts of mobile computing, providing the information and instruction necessary to get up to speed on current technology and best practices. The book maps to the CompTIA Mobility+ (MB0-001) exam, making it an ideal resource for those



seeking this rewarding certification. The mobile device has already overshadowed the PC as a primary means for Internet access for a large portion of the world's population, and by 2020, there will be an estimated 10 billion mobile devices worldwide. Mobile connectivity has become the new standard for business professionals, and when combined with cloud computing, it creates a world where instant access is the norm. To remain relevant, IT professionals must hone their mobile skills. The ability to manage, develop, and secure a mobile infrastructure is quickly becoming a key component to entering the IT industry, and professionals lacking those skills will be left behind. This book covers all aspects of mobile computing, including: Radio

frequency, antenna, and cellular technology Physical and logical infrastructure technologies Common mobile device policies and application management Standards and certifications, and more Each chapter includes hands-on exercises, real-world examples, and in-depth guidance from the perspective of a mobile computing expert. IT professionals looking to expand their capabilities need look no further than Mobile Computing Deployment and Management: Real World Skills for CompTIA Mobility+ Certification and Beyond for the most comprehensive approach to mobile computing on the market today. *Advances and Applications in Mobile Computing* BoD - Books on Demand Mobil Computing: Implementing

Pervasive Information and Communication Technologies is designed to address some of the business and technical challenges of pervasive computing that encompass current and emerging technology standards, infrastructures and architectures, and innovative and high impact applications of mobile technologies in virtual enterprises. The various articles examine a host of issues including: the challenges and current solutions in mobile connectivity and coordination; management infrastructures; innovative architectures for fourth generation wireless and Ad-hoc networks; error-free frequency assignments for wireless communication; cost-effective wavelength assignments in optical

communication networks; data and transaction modeling in a mobile environment, and bandwidth issues and data routing in mobile Ad-hoc networks. *Mobile Devices* Springer  
As lifestyles in personal and public spheres become more fast-paced and hectic, the need for reliable mobile technologies becomes increasingly important. Insights into the various impacts of mobile applications pave the way for future advances and developments in communication and interaction. *Critical Socio-Technical Issues Surrounding Mobile Computing* is a pivotal reference source for research-based perspectives on the use and application of mobile technology in modern society. Featuring extensive research on a variety of topics relating to

the social, technical, and behavioral perspectives of mobile applications, this book is an essential reference source for mobile application developers, instructors, practitioners, and students interested in current research on the impact of mobile devices on individuals and society as a whole.

### **Mobile Computing - Technology and Applications** IGI Global

It often happens that when we try to study a subject for some examination or a job interview, we just don't find the right content. The problem with the reference books is that they are too descriptive for last moment studies. Whereas the problem with local publications is that they are inaccurate as compared to the reference books. This particular book encapsulates the

subject notes on Mobile Computing & Wireless Communication with the combined benefits of reference books & local publications. It has the accuracy of a reference book as well as the abstraction of a local publication. The author studied the subject from various sources such as web lectures, reference books, online tutorials & so on. After having a thorough understanding of the subject, the author compiled this book for an easy understanding of the subject. This book presents the content with utmost simplicity of language, and in an abstract manner so that it can be used for last moment studies. This book can be used by: Ø Students to prepare for their examinations Ø Professionals to prepare for job interviews. Ø Individuals willing to have a basic understanding of

the domain: Mobile Computing & Wireless Communication. Happy Reading! □

*Mobile Computing* IGI Global

Mobile computing refers to the human-computer interaction which allows the transmission of data, video and voice using a computer or any other wireless device without it being connected to a fixed physical link. It involves mobile hardware, mobile software and mobile communication. Mobile hardware deals with mobile devices or components. Mobile software encompasses the requirements and characteristics of mobile applications. Mobile communication includes the use of infrastructure networks and ad hoc networks as well as communication protocols, data formats and concrete

technologies. Some mobile computing devices are portable computers, cellular telephones, smart cards and wearable computers. The chief principles of mobile computing are portability, social interactivity, connectivity and individuality. This book outlines the processes and applications of mobile computing in detail. It is a compilation of chapters that discuss the most vital concepts and emerging trends in this field. A number of latest researches have been included to keep the readers up-to-date with the global concepts in this area of study.

**Mobile Computing, 2E** IGI Publishing

The debut of small, inexpensive, yet powerful portable computers has coincided with the exponential growth of the Internet, making it possible to access

computing resources and information at nearly any location at almost any time. This new trend, mobile computing, is poised to become the main technology driver for a decade to come. There are many challenges that make mobile computing a hot research and development area. Researchers, engineers, and practitioners need a comprehensive resource and reference to aid them in their quest to make the potential of this technology a reality. The *Mobile Computing Handbook* explores the benefits and challenges of the field, and includes the latest insight into the major topics of this emerging discipline. It provides, in 40 chapters written by industry experts, technical information about all aspects of mobile computing, from basic concepts to research-level

material, with learned analysis of future directions. This handbook captures the present state of the field and serves as an invaluable source of reference material. Following an introduction and an overview of mobile applications, the book explores location management, location-based services, caching strategies, power management, performance and modeling, security and privacy, and many other subjects.

*Mobile Computing: Technology and Applications* Mohit Thakkar

This book constitutes the thoroughly refereed post-conference proceedings of the Third International Conference on Mobile Computing, Applications, and Services (MobiCASE 2011) held in Los Angeles, CA, USA, during October 24-27, 2010. The 18 revised full papers

presented together with 12 revised poster papers were carefully reviewed and selected from numerous submissions. The conference papers are organized in seven technical sessions, covering the topics of mobile pervasive applications, system issues, location-aware services, mobile phone based systems, mobile Web and services, tools for mobile environments, and mobile application development issues.

*Mobile Computing, Applications, and Services* Springer

Nowadays, mobile communication services are penetrating into our society at an explosive growth rate. Applications in mobile devices offer limitations, restriction, and guidelines on how mobile software can be used in order to simplify the mobile usage. As smart phones and

tablets are becoming the daily computing device of choice for young ages, it is expected that mobile applications and services should be as flexible, high quality, and secure as the desktop systems. In this book, latest trends in mobile computing will be discussed. In the first section, cloud computing topics will be discussed widely into four chapters to give information to the reader about topics such as challenges, services, edge computing, and distributed clouds needed to integrate this promising issue into the next generation.

**Mobile Computing** McGraw-Hill Education

"The book covers all basic concepts of mobile computing and communication and also deals with latest concepts like

Bluetooth Security and Nokia Handhelds"--Resource description page. *Mobile Computing* Information Science Reference

This book constitutes the thoroughly refereed post-conference proceedings of the Fourth International Conference on Mobile Computing, Applications, and Services (MobiCASE 2012) held in Seattle, Washington, USA, in October 2012. The 18 revised full papers presented together with 9 revised poster papers were carefully reviewed and selected from 51 submissions. The conference papers are organized in five topical sections, covering mobile application development, multi-dimensional interactions, system support and architecture, mobile applications, and mobile services.

*Wireless Networks and Mobile Computing* IGI Global Snippet  
Advances and Applications in Mobile Computing offers guidelines on how mobile software services can be used in order to simplify the mobile users' life. The main contribution of this book is enhancing mobile software application development stages as analysis, design, development and test. Also, recent mobile network technologies such as algorithms, decreasing energy consumption in mobile network, and fault tolerance in distributed mobile computing are the main concern of the first section. In the mobile software life cycle section, the chapter on human computer interaction discusses mobile device handset design strategies, following the chapters on mobile

application testing strategies. The last section, mobile applications as service,

covers different mobile solutions and different application sectors.