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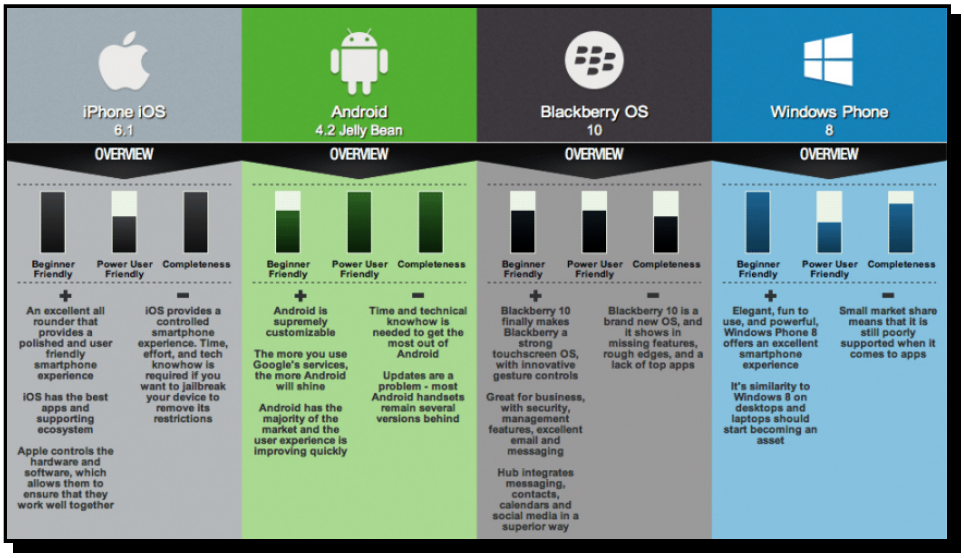
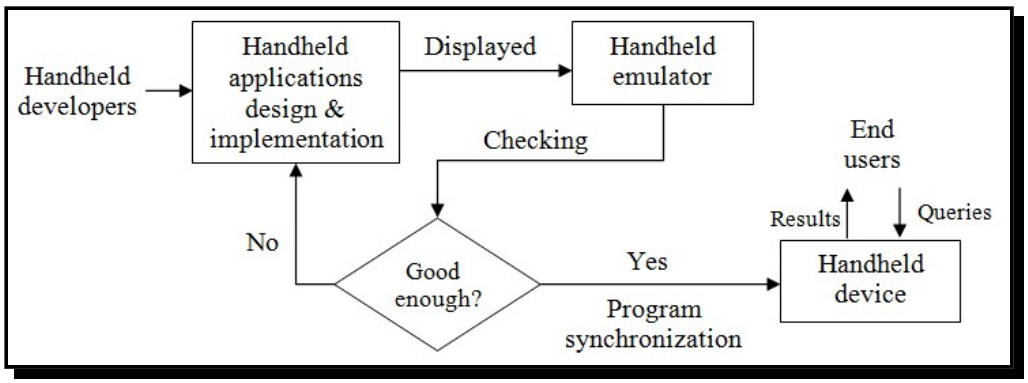
Mobile/Handheld Computing

Handheld/mobile computing is to use handheld devices like smartphones to perform wireless, mobile, handheld operations such as managing personal data, playing video games, and browsing the Internet. Various environments/languages are available for handheld programming. Some of the most popular ones are listed below:



Client-side handheld computing is the programming for handheld devices without needing the server supports. Typical applications created by it include (i) address books, (ii) video games, and (iii) to-do list. The following figure shows a generic development cycle of mobile applications. Handheld emulators instead of the handhelds themselves are used for the development because of the convenience reason. Program synchronization could use a USB cable or Bluetooth, a wireless technology standard for exchanging data over short distances.



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