

Chapter 24

Mobile Devices



Episode: **What Is a Mobile Device?**

Objective(s):

- Core 1: Domain 1: Mobile Devices
- Core 1: 1.4 Given a scenario, configure basic mobile-device network connectivity and application support.
- Core 1: 2.4 Summarize services provided by networked hosts.



Episode Description

A+

Mobile devices come in a variety of sealed forms and run mobile-specific operating systems. Devices include smartphones, tablets, wearables, e-readers, and more. OSes are Android, iOS, and a few others to a lesser extent. This episode tours the common mobile devices.

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Key Terms

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- 0:52 - Objective term - Embedded system
- 1:57 - Smartphone
- 3:26 - Battery chargers
- 3:55 - Battery packs
- 4:15 - Tablet
- 5:20 - Wearable technology
- 6:20 - eReader
- 6:47 - Objective term - Global Positioning System (GPS) device
- 7:30 - Credit card reader
- 7:57 - Objective term - Micro/mini SD cards

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Quick Review

- A mobile device is normally a sealed device with fixed components
- A mobile device runs mobile OSes
- Mobile devices have multiple wireless connections
- Smartphones, tablets, wearables, and GPS are all examples of mobile devices



Episode: **Mobile Connections**

Objective(s):

Core 1: 1.3 Given a scenario, set up and configure accessories and ports of mobile devices.

Core 1: 1.4 Given a scenario, configure basic mobile-device network connectivity and application support.

Core 1: 2.3 Compare and contrast protocols for wireless networking.

Core 1: 2.7 Compare and contrast Internet connection types, network types, and their features.

Core 1: 3.1 Explain basic cable types and their connectors, features, and purposes.



Episode Description

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Mobile devices connect to other devices via wired or wireless. Wired connections are used for power and data transfer. Wireless options include NFC, Bluetooth, infrared, or 802.11 (Wi-Fi). These connections are used for a variety of purposes, including file sharing, enhanced features (adding headphones, for example), and general networking.

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Key Terms

A+

- 1:17 - Objective term - Mini-USB
- 1:33 - Objective term - USB-C, micro-USB, and Lightning
- 1:44 - Objective term - Thunderbolt
- 2:04 - Objective term - Near-field communication (NFC)
- 2:13 - Tap-to-print/Tap-to-pay
- 3:16 - Objective term - Bluetooth

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Key Terms

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- 3:32 - Objective term - Bluetooth pairing
- 5:22 - Infrared
- 5:57 - Objective term - 802.11 (Wi-Fi)
- 7:16 - Tethering
- 7:38 - Objective term - Hotspot
- 8:30 - Airplane mode

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Quick Review

- Mobile devices use wired or wireless connections
- Common wired connections: micro- and mini-USB, USB-C, Lightning, and Thunderbolt
- Common wireless connections include NFC, Bluetooth, infrared, and 802.11 (Wi-Fi)



Episode: **Touring Android**

Objective(s):

Core 1: 1.4 Given a scenario, configure basic mobile-device network connectivity and application support.
Core 2: 1.8 Explain common OS types and their purposes.



Episode Description

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Android devices are very customizable. The Google Play store offers shopping options for new applications (apps). Google accounts are mandatory. This episode explores features specific to Android devices.

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Key Terms

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- 2:23 - Notifications
- 3:27 - Applications
- 4:39 - Objective term - GPS and cellular location services show where you are
- 3:38 - Google Play Store
- 5:49 - Accounts
- 6:43 - Backup/reset
- 8:41 - Location

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Quick Review

- The Android desktop only shows the applications you choose
- Notifications are seen by swiping down
- The Google Play store is where Android users install applications
- You can change permissions for apps if needed
- Android phones are associated with a Google account; you can add accounts if desired

