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| **MOBILE COMPUTING** | **CLOUD COMPUTING** |
| 1**) Mobile computing** is [human–computer interaction](http://en.wikipedia.org/wiki/Human%E2%80%93computer_interaction) by which a [computer](http://en.wikipedia.org/wiki/Computer) is expected to be transported during normal usage. Mobile computing involves [mobile communication](http://en.wikipedia.org/wiki/Mobile_communication), mobile hardware, and mobile software. | 1) **Cloud computing** is an expression used to describe a variety of [computing](http://en.wikipedia.org/wiki/Computing) concepts that involve a large number of computers connected through a real-time communication [network](http://en.wikipedia.org/wiki/Computer_network) such as the [Internet](http://en.wikipedia.org/wiki/Internet). |
| 2) Allows us to store files on ‘physical devices’ like laptop or mobile phones. | 2) Allows us to store files on ‘cloud’ area of internet. |
| 3) The application might interact with servers on the Internet to get  information the application needed. | 3) The application would function as a communicator with the cloud server which function  would be to display the data received by it. |
| 4) Screens and keyboards tend to be small, which may make them hard to use. Alternate input methods such as speech or handwriting recognition require training. | 4) The increased use of cloud computing could lead to a reduction in demand for high storage capacity consumer end devices, due to cheaper low storage devices that stream all content via the cloud becoming more popular. |