DIFFERENCE BETWEEN MOBILE AND CLOUD COMPUTING:-

**Cloud computing**, allows you to store your files and folders in a “cloud” area on the Internet, allowing you access to all of your files and folders wherever you are in the world – but you do need a physical device with Internet access to access it.

In cloud computing, the word [cloud](http://www.webopedia.com/TERM/c/cloud.html) (also phrased as "the cloud") is used as a metaphor for "the Internet," so the phrase cloud computing means "a type of Internet-based computing," where different services -- such as servers, storage and applications -- are delivered to an organization's computers and devices through the Internet.

Cloud computing is comparable to [grid computing](http://www.webopedia.com/TERM/C/TERM/G/grid_computing.html), a type of computing where unused processing cycles of all computers in a network are harnesses to solve problems too intensive for any stand-alone machine.

The goal of cloud computing is to apply traditional [supercomputing](http://www.webopedia.com/TERM/S/supercomputer.html), or [high-performance computing](http://www.webopedia.com/TERM/H/High_Performance_Computing.html) power, normally used by military and research facilities, to perform tens of trillions of computations per second, in consumer-oriented applications such as financial portfolios, to deliver personalized information, to provide data storage or to power large, immersive computer games.

To do this, cloud computing uses [networks](http://www.webopedia.com/TERM/N/network.html) of large groups of [servers](http://www.webopedia.com/TERM/S/server.html) typically running low-cost consumer PC technology with specialized connections to spread data-processing chores across them. This shared [IT](http://www.webopedia.com/TERM/I/IT.html) infrastructure contains large pools of systems that are linked together. Often, [virtualization](http://www.webopedia.com/TERM/V/virtualization.html)techniques are used to maximize the power of cloud computing.

Clients for cloud computing are are computers.

**WHILE**

**Mobile computing**is taking a physical device with you. This could be a laptop or a mobile phone or some device which enables you to telework – working wherever you go because of the small size of the device you’re using.

Mobile apps may use the cloud for both app development as well as hosting.

**Mobile computing** is human computer interaction  by which a computer  is expected to be transported during normal usage. Mobile computing involves mobile communication , mobile hardware, and mobile software. Communication issues include ad hoc and infrastructure networks as well as communication properties ,protocols , data formats and concrete technologies. Hardware includes mobile devices  or device components. [Mobile software](http://en.wikipedia.org/wiki/Mobile_software) deals with the characteristics and requirements of mobile applications.

Clients for mobile computing are cell phones.