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***TOPIC MOBILE COMPUTING***

**Application brief \**

## Mobile communication

The mobile communication in this case, refers to the infrastructure put in place to ensure that seamless and reliable communication goes on. These would include devices such as protocols, services, bandwidth, and portals necessary to facilitate and support the stated services. The data format is also defined at this stage. This ensures that there is no collision with other existing systems which offer the same service.Since the media is unguided/unbounded, the overlaying infrastructure is basically radio wave-oriented. That is, the signals are carried over the air to intended devices that are capable of receiving and sending similar kinds of signals.

***ِAnd***

## Mobile Hardware

Mobile hardware includes mobile devices or device components that receive or access the service of mobility. They would range from portable laptops, smartphones, tablet Pc's, Personal Digital Assistants. These devices will have a receptor medium that is capable of sensing and receiving signals. These devices are configured to operate in full- duplex, whereby they are capable of sending and receiving signals at the same time. They don't have to wait until one device has finished communicating for the other device to initiate communications.Above mentioned devices use an existing and established network to operate on. In most cases, it would be a wireless network.

## Mobile software

***And***

Mobile software is the actual program that runs on the mobile hardware. It deals with the characteristics and requirements of mobile applications. This is the engine of the mobile device. In other terms, it is the operating system of the appliance. It's the essential component that operates the mobile device. Since portability is the main factor, this type of computing ensures that users are not tied or pinned to a single physical location, but are able to operate from anywhere. It incorporates all aspects of wireless communications.

**Mobile computing** is [human–computer interaction](https://en.wikipedia.org/wiki/Human%E2%80%93computer_interaction) in which a [computer](https://en.wikipedia.org/wiki/Computer) is expected to be transported during normal usage, which allows for the transmission of data, voice, and video. Mobile computing involves mobile communication, mobile hardware, and mobile software. Communication issues include [ad hoc networks](https://en.wikipedia.org/wiki/Mobile_ad_hoc_network) and infrastructure networks as well as communication properties, [protocols](https://en.wikipedia.org/wiki/Communications_protocol), data formats, and concrete technologies. Hardware includes [mobile devices](https://en.wikipedia.org/wiki/Mobile_device) or device components. Mobile software deals with the characteristics and requirements of mobile applications.

***Screenshots \***





