



RESEARCH ARTICLE

NEXT GENERATION MOBILE COMPUTING

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Abstract— Mobile Computing is human Computer interaction which a computer is expected to be transported during normal usage which includes Mobile communication, Hardware, Software. Many of these systems operate within degraded network, power, or computing environments, such as for first-responders in a catastrophe, mobile phone users in remote regions or in countries where communication infrastructure is degraded. The emergence of inexpensive remote-controlled aircraft in the market place for hobbyists and businesses has created new use cases and challenges in surveillance and security, property surveying, home and car showcasing, search-and-rescue operations, and entertainment. Such remote-controlled aircraft use cases are likely to operate in both urban and rural environments and will face degraded communication infrastructure and power management concerns while maintaining and respecting quality-of-service properties for information, in support of search-and-rescue crews, law enforcement, or other support needs. In each of this scenario's the desires and needs of the mobile computing customers are likely to outstrip the capacities of the supporting infrastructure, and the result can be degraded performance.

Next generation mobile computing should increase the performance of receiving useful services and it should also increase the quality of services.

Full Text: <http://www.ijcsmc.com/docs/papers/September2013/V2I9201309.pdf>