Any Time, Anywhere Computing: Mobile Computing Concepts and Technology (The Springer International Series in Engineering and Computer Science)

Abdelsalam A. Helal, Bert Haskell, Jeffery L. Carter, Richard Brice, Darrell Woelk, Marek Rusinkiewicz

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The proliferation of wireless networks and small portable computing devices has led to the emergence of the mobile computing paradigm. Mobile and nomadic users carrying laptops or hand-held computers are able to connect to the Internet through publicly available wireline or wireless networks. In the near future, this trend can only grow as exciting new services and infrastructures delivering wireless voice and multimedia data are deployed. Any Time, Anywhere Computing: Mobile Computing Concepts and Technology is intended for technical and non-technical readers. It includes substantial coverage of the technologies that are shaping mobile

computing. Current and future portables technology is covered and explained. Similarly, current and future wireless telecommunication networks technology is covered and reviewed. By presenting commercial solutions and

middleware, this book will also help IT professionals who are looking for mobile solutions to their enterprise computing needs. Finally, this book surveys a vast body of recent research in the area of mobile computing. The

research coverage is likely to benefit researchers and students from academia as well as industry.

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