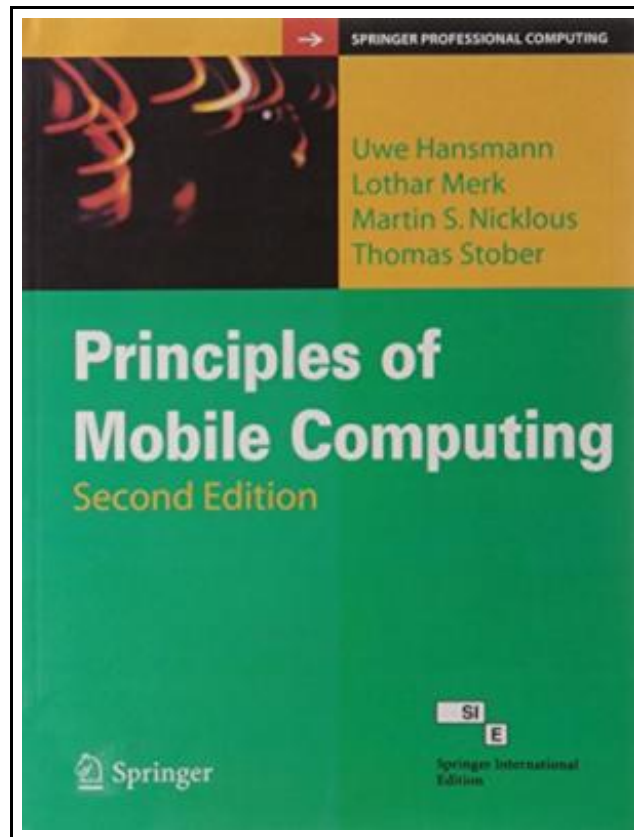


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Dreamtech Press/Wiley India, 2006. Softcover. Book Condition: New. 2nd edition. The book, Principles of Mobile Computing, describes a new class of mobile computing devices which are becoming omnipresent in every day life. Handhelds, phones and manifold embedded systems make information access easily available for everyone from anywhere at anytime. But Pervasive Computing is far more than just fancy devices: A powerful wire less communication infrastructure extends the reach of enterprise networks to mobile clients. Web services and portal servers offer flexible gateways to the back-end server systems and their data. And finally, a variety of new mobile solutions and services take advantage of the possibilities and feature mobility, connectivity and ease-of-use. Contents:- Chapter 1: What Pervasive Computing Is All About Part 1 - Devices Chapter 2: Information Access Devices Chapter 3: Smart Identification Chapter 4: Embedded Controls Chapter 5: Entertainment Systems Part II - Software Chapter 6: Java Chapter 7: Operating Systems Chapter 8: Client Middleware Chapter 9: Security Part III - Conencting the World Chapter 10: Internet Protocols and Formats Chapter 11: Mobile Internet Chapter 12: Voice Chapter 13: Web Sevrices Chapter 14: Connectivity Chapter 15: Service Disovery Part IV - Back-End Server Infrastructure Chapter 16: Gateways Chapter 17: Application Servers Chapter 18: Internet Protocols Chapter 19: Device Management Chapter 20: Synchronization Part V - New Services Chapter 21: Home Services Chapter 22: Travel and Business Services Chapter 23: Consumer Services Printed Pages: 468.



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