

Optimization of Mobile Learning Evolution Apps using a Mobile Edge Computing Based Network

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DESCRIPTION

Mobile computing technology is widely used in today's world. It has uses in the commercial and consumer sectors, the manufacturing and media industries, as well as other specialized vertical markets. The term "mobile computing" refers to a group of IT tools, services, and operational methods that allow users to access compute, information, and related resources and capabilities. Smart phones, tablets, laptops, wearable tech, cars, and other portable electronics are examples of mobile computing. Students who successfully complete this specialization should be able to create mobile apps for platforms other than Android and iOS using algorithmic and programming ideas.

As a result, students would be better able to pursue their personal passion for creating mobile applications or broaden their career options as mobile app developers, android developers, mobile technical lead/architects, mobile solutions consultants, hybrid mobile application developers, mobile software architects, and other positions. The first laptops were developed in 1980, and from there mobile computing quickly advanced in capability with the introduction of the 640 x 640 portable laptops from Apple in 1990, the first Personal Digital Assistant (PDA) in 1993, the first smartphone from IBM in 1994, the first network-connected smartphone in 2000, the first iPhone in 2007, and the first Android smartphone in 2009. Mobile communication, mobile hardware, and mobile software are the three main components of mobile computing. A mobile computing device typically consists of a metal or plastic body, a RAM, a CPU, a hard drive, a motherboard, a keyboard and mouse that may be separate body parts or touch-based, a screen, a video card, an operating system, software programs, and finally a network connection. Infrastructure that enables seamless, dependable, and hassle-free communication with wireless devices is referred to as mobile communication. It covers protocols, data formats, and infrastructure networks. Data format makes sure there are no system conflicts. The infrastructure of radio waves is used to carry signals through the air. Mobile computing is one of the main handheld entertainment options available to

consumers today. It allows users to work from any location at any time, saves time while accessing data and information, and helps to enhance productivity. The receptor media in these devices will be able to sense and receive messages.

These devices can send and receive signals simultaneously because they are set up to work in full-duplex mode. It is not necessary for them to wait for one device to finish speaking before the other begins. Desktop computers provide more computational power and hardware configuration options. The vast majority of end users, however, favor mobile devices. Convenience, which allows users to access information and computational resources whenever and wherever they want, is the mobile computing's main benefit. Usually mobile computers allow users to connect to both wired and wireless technology. Given the collaborative nature of today's workplace, access to shared network resources, especially mobile cloud-based services is crucial. Mobile devices are powered by integrated, rechargeable batteries, and the majority of them can utilize an Alternating Current (AC) power source when used from a permanent place. The application determines which device to use. For instance, tablets are frequently used for content consumption whereas laptops are better suited for content development. Smartphones have small screens and screen-based keyboards, but they serve as portable computers and communication tools. User data can be gathered by mobile devices and apps in a variety of settings and circumstances. Examples of wearable technology that gathers user data in innovative situations, such as fitness and health settings, include Fitbits and smartwatches. The majority of mobile applications are supported by the ultra-low latency throughput provided by today's Wi-Fi and 5G networks.

With strong availability, stability, throughput, and capacity, unlimited cellular data plans help keep data expenses under control. Compared to traditional computers, mobile devices are more compact and portable, making them convenient to use in a variety of settings. They function without electricity, without a direct network connection, and while they are not linked to the network. Mobile devices have decreased in cost and ease of access throughout time. People are increasingly choosing smartphones

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and tablets as their main online connectivity devices. A smartphone is frequently less expensive to purchase than a desktop computer. Due to the possibility that business users, in particular, may have sensitive data on their devices while traveling or working remotely, mobile computing presents serious data security issues. To keep corporate data secure, businesses must employ security measures and rules. Mobile

computing will only become more accessible and well-liked as high-speed connections likely become common place in the future. We can now connect to the internet using cutting-edge developments like Li-Fi technology. Mobile computing is moving in new and creative directions because to technologies like artificial intelligence and the internet of things.