



Wireless Internet Applications and Architecture

Building Professional Wireless Applications Worldwide

by Mark Beaulieu

The world is going wireless and Mark Beaulieu explains how it's done. Wireless Internet Applications and Architecture is a complete description of what is, what will be, and how they both work."

—Tom Wheeler,
president/CEO, Cellular
Telecommunications &
Internet Association

Wireless Internet Applications and Architecture: Building Professional Wireless Applications Worldwide is a comprehensive technical overview of wireless Internet technology, applications, and content issues. The wireless Internet of the future will be able to serve large, specialized market segments with new devices, services, and content through wide bandwidth (MMDS, GPRS) and always-on capability, offering people the freedom to communicate in ways they never have before.

Divided into three easy-to-follow parts, the book begins with an introduction to the wireless Internet, the language, and the core wireless concepts. This part examines the trends, forces, and organizations that are shaping the growth of wireless Internet technology. The next part shows how to create mobile personas and wireless applications and make them effective. The chapters here tackle how to construct messaging, browsing, and interactive and conversational voice portal applications by highlighting application code and examples of mobile content. In the final part, components of wireless architecture are described so that readers can learn about wireless WAN, LAN, and PAN standards and practices and XML server strategies, as well as the effect wireless architectural elements are having on the market. An added plus is the discussion on mCommerce

servers – the next step in eCommerce – and location-based applications that enable users to make purchases from mobile devices.

Wireless Internet Applications and Architecture is intended for both wireless application developers and architects who are building the next generation of wireless services, and the general IT audience. This book is a key reference for producing anything from applications to wireless information services to interactive wireless computer games. Ultimately, it is all one Internet, but it is the wireless Internet that offers special properties for reaching a different group of end users, and will provide revenue opportunities that are not available in the wired world.

Mark Beaulieu is Director of Enterprise Project Management at QUALCOMM Internet Services, a division of QUALCOMM Incorporated, a pioneer and world leader of Code Division Multiple Access (CDMA) digital wireless technology (www.qualcomm.com). He is involved with the research, design, and engineering of wireless applications and has developed products for companies such as Sony, Motorola, and General Magic. He is the founder of two content software companies, Digital Lantern and the United States Restaurant Guide, and is co-author of *Multimedia Demystified* (Random House, 1997).

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