C.4 Handheld Computers

Return to Hardware Architectures

About

Handheld computers (or mobile device) is a computer small enough to hold in a hand or intended to move from place to place. Stereotypical handheld computers. Most modern handheld computers integrated touchscreen controlling most user interfaces with a minimal Human-machine interface (HMI). Most handheld computers connect to the Ethernet using Wireless Network connections such as Wireless Fidelity (Wi-Fi), Bluetooth, ZigBee, and/or Near-Field-Communication (NFC).

Often, handheld devices contain additional features such as integrated cameras, the ability use voice and video calls, video games, and Global Positioning System (GPS). Often, these additional features are enhancements in security such as integrating face recognition, fingerprint scanners, geographic locations, barcode readers, Radio Frequency Identification (RFID) readers, smart card readers, accelerarometer, magnetometers and gyroscopes. Power is usually provided using lightweight, portable, batteries.

Usually, these handheld devices (i.e., phones, tablets, etc.) use Operating System (OS) that are specifically designed for portability such as Android or iOS that are extensible using third party software offerings available through a OS specific “store”.

However, some of these “handheld” devices have evolved into non-handheld usages. For example, smart watches, automotive displays, smart refrigerators, and cameras.

DIDO Specifics

Return to Top

☐ *TBD - to be added/expanded in future revisions of the DIDO RA*