Communications

Return to Applications

Create a Case Study **WWW WWW...** (e.g., My NASA Project) →

The Communications industry delivers telephone, television, internet, and other services to customers, providing the primary means of communication to virtually all businesses, households, and individuals. Communications companies offer services such as cellular phone, broadband and mobile Internet, and satellite TV (among others).

The telecommunications industry is divided into four main sectors: wired, wireless, satellite, and other telecommunications establishments. Wireless telecommunications carriers provide telephone, internet, data, and other services to customers.

With faster connection speeds, wireless carriers can transmit music, videos, applications, and other content that can be downloaded and played on cellular phones, giving users mobile access to large amounts of data. As use of mobile technology increases, wireless companies continue to develop the next generation of technologies that will allow even faster data transmission.

Android devices are becoming increasingly popular in a number of industries, including communications. Get started with a CoreDX DDS demonstration on Android, or watch | DDS Android Demo on how to get started with DDS on Android devices.

Source: Twin Oaks Computing: Communications

The telecommunications industry has evolved into an amalgamation of many different technologies, such as Software-defined networking (SDN) and Network Functions Virtualization (NFV). Each of these businesses requires dedicated computing power to support uninterrupted, around-the-clock service.

Source: Adlonk: Telecommunications Overview

From:
https://omgwiki.org/ddsf/ - **DDS Foundation Wiki**

Permanent link:
https://omgwiki.org/ddsf/doku.php?id=ddsf:public:applications:communications&rev=1559775811

Last update: **2019/06/05 19:03**