IMPLEMENTATION OF SHORT RANGE COMMUNICATION SERVICE

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ABSTRACT

Communication service between computers in short-range become an essential requirement in recent years. We have devised a protocol to establish a communication service in such an environment where neither physical network nor Wi-Fi is available. We have used Bluetooth technology to implement this concept. Bluetooth has client-server architecture; the one that initiates the connection is the client, and the one who receives the connection is the server. Bluetooth is a great protocol for wireless communication because it's capable of transmitting data at nearly 3 MB/s, while consuming 1/100th of the power of Wi-Fi. This paper explains how we can make chat application using Bluetooth programming in C. We made this application on Linux operating system using the BlueZ Bluetooth protocol stack and libraries.

KEYWORDS: Bluetooth, BlueZ, Client-Server, Protocol Stack