

## **LIMITATIONS OF WAP**

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Wireless Application Protocol (WAP) is the standard for the presentation and delivery of wireless information through mobile devices and wireless terminals. It is backed up by global WAP specification based on existing standards of the internet for all networks in order for the subscribers of the telecommunication community to benefit the features offered by the application. It was theorized that WAP would revolutionize the internet experience of mankind but apparently it did not. Many people would wonder why WAP was not able to penetrate into the core of the internet-user's existence, particularly the avid fans' desires to have the application over rule common sense. The answer is pretty simple – wireless application protocol has exceeded the expectations of the technological industry that present-day communication devices that enable the application disintegrate their functionality

Even in today's highly modernized and advanced technological applications, WAP still has some limitations to its applications. Four of the major limitations of wireless application protocol are directly related to the devices currently being used to use the application and the capabilities of the mobile networks to provide faster and more efficient WAP solutions (Danielyan, 2008). That is to say that even if WAP is fairly advanced and has great potential to revolutionize the way people experience interconnectivity, it could not show its optimal strength because of the existing issues with hand-held devices that transmits and receives WAP technology. These four limitations are (a) inability of mobile devices using WAP to transfer large amount of data, (b) speed by which WAP is transferred from mobile networks to the devices, (c) the high cost of WAP, and (d) unusually high cost of upgrade to a WAP device and upgrade WAP content (Landers, 2002).

Modern day mobile phones have limitations that disable its ability to optimize WAP features and the advantages of using WAP. Among the many limitations of modern day mobile devices are low bandwidth, high network latency, mobile devices' limited memory, small and usually monochrome display, slow processing capability, and numeric keypads. Pooling these limitations together and introducing the wireless application protocol in the picture, one could easily expect to see graphics and animations not playing comfortably with WAP-enabled mobile devices, so videos and animations obtained from an internet source would not display very well on the handheld devices. The second issues are related to the first constraint because of the rate of the data transfer and the quality with which data are transferred in WAP-enabled devices. Slower transfer rate means lower user satisfaction.

Majority of WAP users are corporations and large business entities. Only a small fraction of the users are individuals. This is brought about by the fact that wireless application protocol is still too expensive to use given current technologies available in the market. In addition to that, doing an equipment upgrade on WAP devices and WAP networks are very expensive at present that one could easily see that the new technology brought about by WAP will be coming to an end unless something will be done about the cost related to the use and upgrade of WAP-enabled devices. Thus said, people would rather use short messaging technology or 3G technology than opt for WAP because of the former applications' affordability. In other words, the potential of WAP to revolutionize the internet experience of users is yet to be exploited and this would not happen unless the preliminary concerns are addressed and the technology associated with the application can be modified and perfected.

## REFERENCES

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