Contents

Editorial

Pervasive or Ubiquitous computing is composed of concepts that treat human intelligence and the perceptions related to it. In the first paper on "**Human Computer Interaction Pattern In Pervasive Computing**" the author *Rana Muhammad Saleem* modelled the human computer interaction pattern in pervasive computing.

Mohd Soperi Mohd Zahid, Qaisar Ayuby, Sulma Rashid, and *Abdul Hanan Abdullah* in their next paper on "**A Resource-Aware Probabilistic Forwarding Protocol for Opportunistic Networks**", viewed that the Opportunistic network which is a self-organizing network of resource-constraint mobile devices requires different kind of routing protocol which adopts the store-carry-forward paradigm. The authors in their paper have enhanced a probabilistic routing protocol called PRoPHET to check the remaining energy and buffer space of nodes coming into contact before forwarding messages to them.

In the next paper on "**Designing an Integrated Funding Management System for National R&D Project**", the authors *Jungwoo Lee, Hyejung Lee* and *Inkyu Kim* have analyzed the real issues of managing R&D funding in the existing project management systems and introduce the architecture of the integrated systems.

In the last paper on "**Point Triangulation using Graham's Scan**" the authors *Vasyl Tereshchenko* and *Yaroslav Tereshchenko* have proposed a triangulation method for a set of points in the plane. They have developed an algorithm with the optimal complexity of O(NlogN) and an easy implementation. The authors claim that the proposed algorithm enables to solve a wide range of applied problems of computational geometry and computer graphics, including simulation in science and engineering, rendering and morphing.

These four papers have provided significant input to the data processing research.

Editors