
GLOSSARY OF TECHNICAL TERMS

This glossary of technical terms contains explanations of certain terms used in this prospectus in connection with the Group and its business. The terminologies and their meanings may not correspond to standard industry meanings or usage of those terms.

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| “3G” or “third-generation” | a wireless communications technology recognised by ITU as being capable of data transmission speeds of 144 Kbps or higher and included in the ITU’s IMT-2000 standard |
| “CDMA” | Code division multiple access. A system designed for mobile telephony that specifically uses a form of multiplexing, also called spread spectrum, in which analogue signals are converted into digital form for transmission. For each communication channel, the signals are encoded in a sequence known to the transmitter and the receiver |
| “EVDO” | Evolution Data Only, a 3G mobile broadband technology |
| “full-set solutions” | the entire production process as described in the section headed “Business – Overview” of this prospectus |
| “GPRS” | general packet radio service. A service designed to speed up the delivery of information for second generation digital cellular networks. GPRS utilises a packet radio principle sending bursts of information at speeds of up to 114 Kbps (as opposed to GSM speeds of 9.6 Kbps). GPRS is an intermediate step before 3G allowing the faster transmission of data |
| “GPS” | Global Positioning System provides positioning and navigation service on a continuous basis |
| “GSM” | global system for mobile communications. GSM is the pan-European digital communications standard |
| “IC” | integrated circuit |
| “ID/MD” | industrial design and mechanical design, which mainly includes design of the mobile handset outlook, product finishing and the moulds |
| “ITU” | International Telecommunications Union. An international organisation founded in 1865 and headquartered in Geneva, Switzerland that sets communications standards |
| “JAVA” | a programming language designed to generate applications that can run on all hardware platforms, small, medium and large, without modification |

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| “Kbps” | kilo bits per second |
| “LCD” | liquid crystal display. A display technology that uses rod-shaped molecules (liquid crystals) that flow like liquid and bend light. Unenergised, the crystals direct light through two polarising filters, allowing a natural background colour to show. When energised, they redirect the light to be absorbed in one of the polarisers, causing the dark appearance of crossed polarisers to show |
| “MP3” | MPEG audio layer 3. An audio compression technology that uses perceptual audio coding to compress compact disc quality sound. MP3 music files are played via software or a physical player |
| “MP4” | MPEG-4 Part 14 is a multimedia container format standard specified as a part of MPEG-4. It is most commonly used to store digital audio and digital video streams, especially those defined by MPEG, but can also be used to store other data such as subtitles and still images. Like most modern container formats, MPEG-4 Part 14 allows streaming over the internet. Devices that play MP4 files are referred to as MP4 players |
| “MPEG” | Moving Picture Experts Group. A working group of the International Organisation for Standardisation or the International Electrotechnical Commission charged with the development of video and audio encoding standards |
| “MPEG-1” | an audio and video compression format developed by the MPEG in 1993. A coding of moving pictures and associated audio for digital storage media at up to about 1.5 megabyte per second. MPEG-1 is the video format that has had some extremely popular spin-offs and side products, most notably MP3 and video compact discs |
| “MPEG-4” | a standard used primarily to compress audio and visual digital data. Introduced in late 1998, it is the designation for a group of audio and video coding standards and related technology agreed upon by the International Organisation for Standardisation or the International Electrotechnical Commission. The uses for the MPEG-4 standard are web (streaming media) and compact disc distribution, conversation (videophone) and broadcast television, all of which benefit from compressing the audio and visual stream |

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| “PCB” | printed circuit board. A board of insulating material on which electronic circuits are printed by application of photographic, chemical and electroplating processes |
| “PCBA” | the assembly of components onto a PCB or a PCB that is assembled, as the case may be |
| “SD card” | secure digital card. A flash memory card that provides secure storage for handheld devices such as mobile handset |
| “SIM card” | subscriber identity module card. A removable smartcard for mobile handset that securely store the service subscriber key used to identify a GSM subscriber |
| “SMT” | Surface Mounting Technology. A method for constructing electronic circuits in which the components are mounted directly onto the surface of PCBs |