

# **Abstract**

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## **Investigating Several Wireless Technologies to Build a Heterogeneous Network for the In-Flight Entertainment System inside an Aircraft Cabin**

A primary difficulty when investigating communication requirements in an aircraft cabin is the diverse needs of passengers when compared to the strict constraints inside the cabin. It is recognized that there is an increasing need of passengers to use their electronic devices as well as the need for entertaining during the flight. This paper aims at integrating heterogeneous available communication technologies, showing their pros & cons -within this context while considering the imposed communication restrictions inside the aircraft's cabin.