The MEG Application Model: An Overview
Application Concepts

• An application:
  – Is an aggregation of “services”
  – Has a “use” relationship with “services”
  – Uses zero or more “services” to provide some feature/functionality to a user
  – Has a well-defined lifecycle
Starting Points…

• Concerns/issues:
  – Data sharing (runtime and persistent)
  – Inter-app communications
  – Access to shared components/resources
  – Multi-programming: cooperative v. non-cooperative
Starting Points: MIDP

• Two entities: MIDlet Suites and MIDlets
  – Data sharing: via shared objects and shared name space of a MIDlet Suite
  – Inter-app communications: none explicitly
  – Access to shared components/resources: via standard Java semantics
  – Multi-programming: cooperative
Design: Challenges

• Compatibility
  – Tonnage and leverage: MIDP, iAppli, Vodafone Live!, etc.
  – A point in time (“break and make”)
  – Along a continuum (“To infinity and beyond…”)
  – Constraint: the user doesn’t care which!
Design: Starting Points

• Design a “generic application model” that:
  – Allows uniform access to “applications” regardless of model
  – Defers “break/make” v. “continuum” decision
  – End user doesn’t need to know the application type
Generic Application Model