



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...

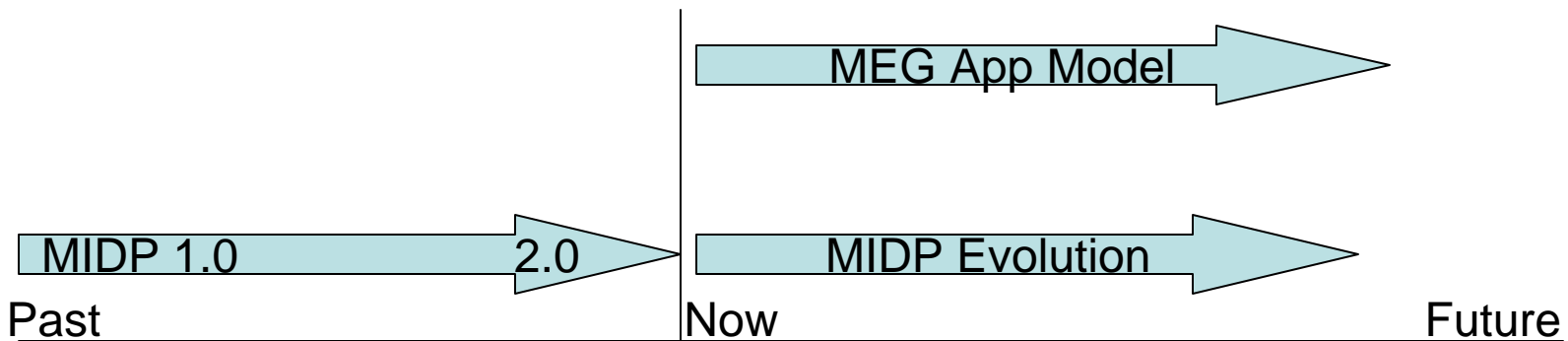
- Concerns/issues:
 - Data sharing (runtime and persistent)
 - Inter-app communications
 - Access to shared components/resources
 - Multi-programming : cooperative v. non-cooperative

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

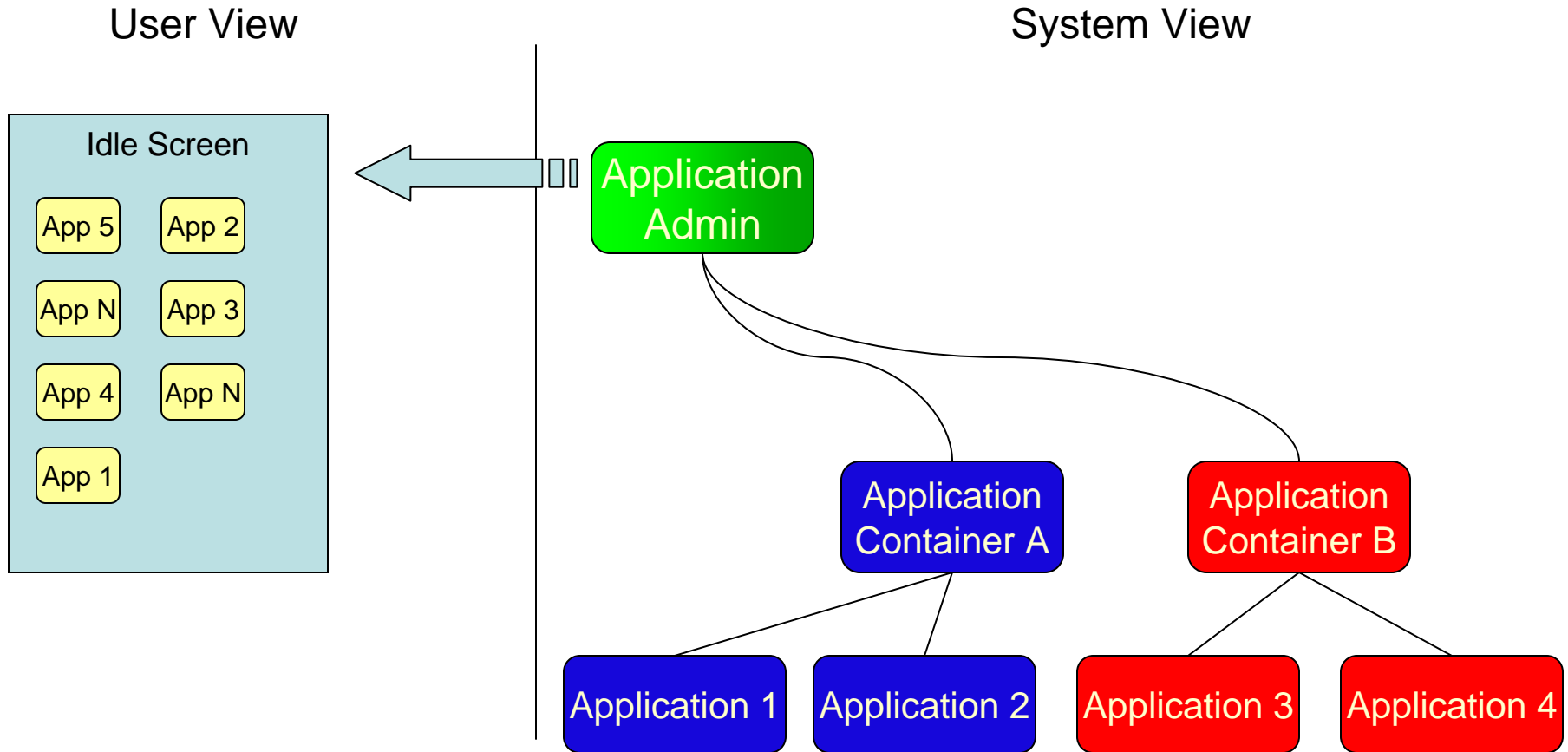
- Compatibility
 - Tonnage and leverage: MIDP, iAppli, Vodafone Live!, *etc.*
 - A point in time (“break and make”)
 - Along a continuum (“To infinity and beyond...”)
 - Constraint: the user doesn’t care which!



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





Q/A



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