

MOBILE APPLICATION DEVELOPMENT

UNIT 1

GETTING STARTED WITH MOBILITY

MOBILITY LANDSCAPE

Now a day, we are doing browsing the web, purchasing things, playing games on the move. Even banking transaction is becoming easier to commit it while moving. This says mobility is everywhere and the demand to develop application for the devices such as mobile, tablet, watch, etc.

Mobility

It is nothing but transforming user experience from the confines of desk to convenience of anytime-anywhere.

Mobility Panorama

The entire mobility panorama is broadly classified into

1. Logical Landscape
2. Physical Ecosystem

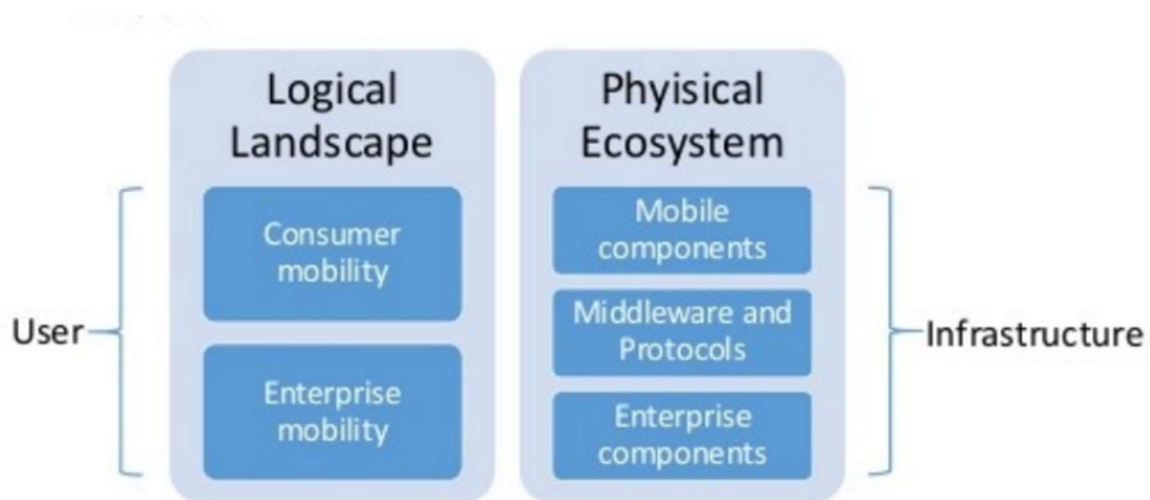


Figure 1: Mobility panorama

Logical Landscape

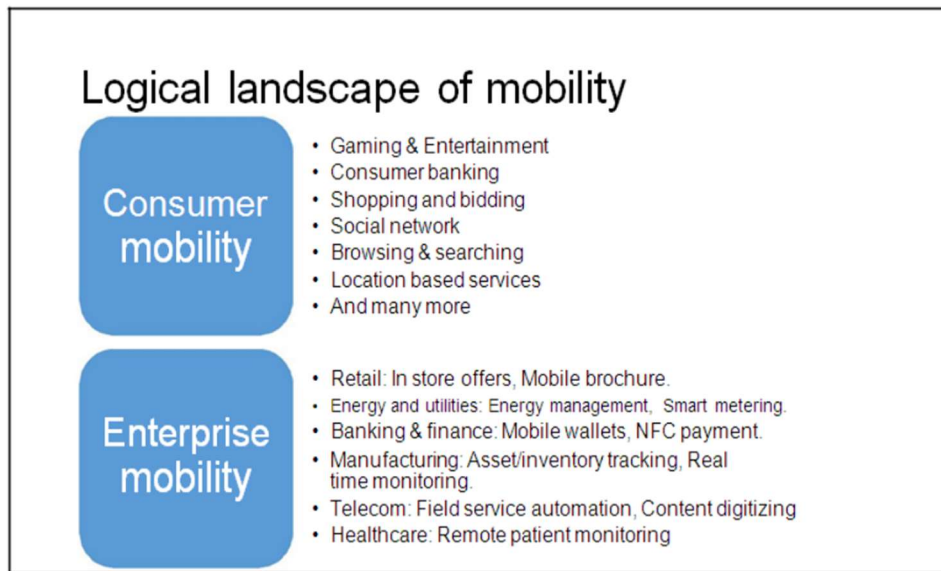
Logical Landscape defines two logical components,

1. Consumer Mobility: It focused towards the end user mobility solutions such for social users, games and shopping.

2. Enterprise Mobility: It focused towards the various stakeholders of the organization such as vendors, suppliers, partners and end customers

The following figure shows the logical landscape of mobility.

Mobility Landscape



Physical Ecosystem

It comprises three distinct physical components – mobility components, enterprise components and finally middleware and protocols which glue the first two components

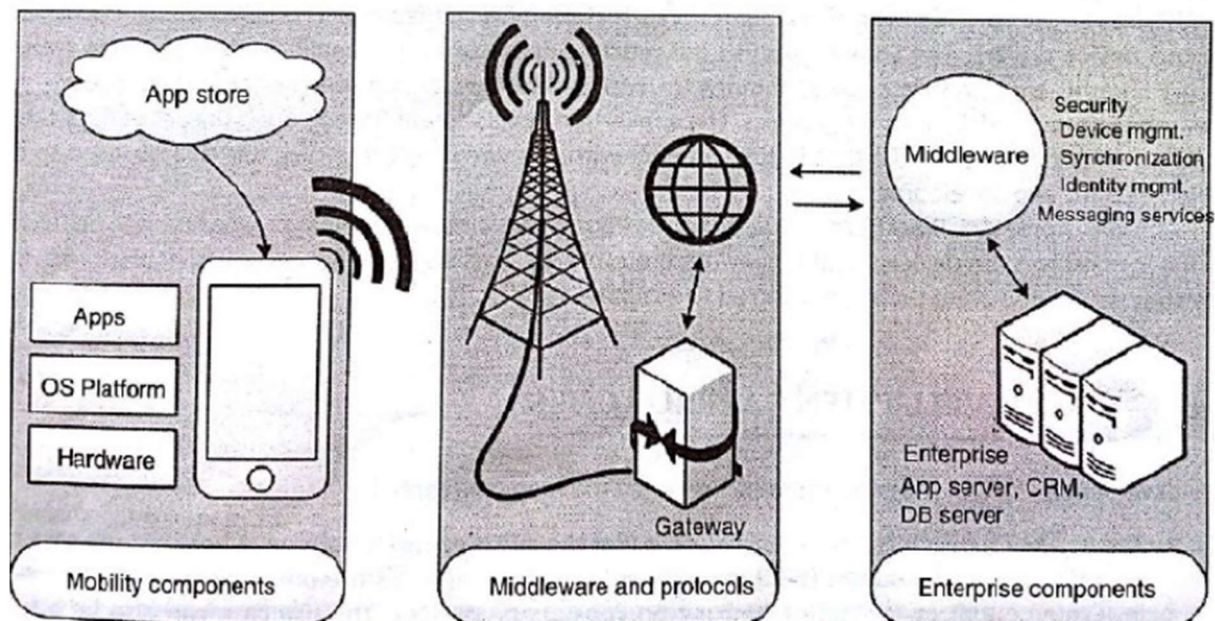


Figure 3: Physical Ecosystem of Mobility