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

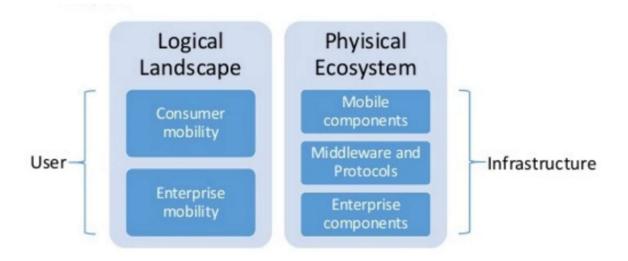


Figure 1: Mobility panorama

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.

Logical landscape of mobility · Gaming & Entertainment · Consumer banking Consumer · Shopping and bidding Social network mobility · Browsing & searching · Location based services · And many more Retail: In store offers, Mobile brochure. · Energy and utilities: Energy management, Smart metering. Enterprise · Banking & finance: Mobile wallets, NFC payment. · Manufacturing: Asset/inventory tracking, Real mobility time monitoring. Telecom: Field service automation, Content digitizing Healthcare: Remote patient monitoring

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

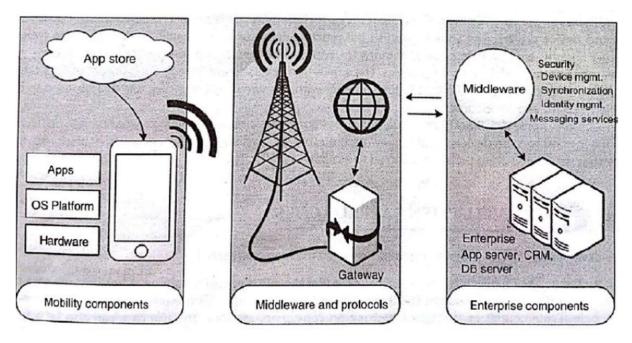


Figure 3: Physical Ecosystem of Mobility