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# Mobile Applications: Architecture, Design, and Development: Architecture, Design, and Development

Valentino Lee, Heather Schneider, Robbie Schell  
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**Valentino Lee, Heather Schneider, Robbie Schell : Mobile Applications: Architecture, Design, and Development: Architecture, Design, and Development** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mobile Applications: Architecture, Design, and Development: Architecture, Design, and Development:

0 of 0 people found the following review helpful. objective, vendor neutral By W Boudville To a programmer, an IDE means an Integrated Development Environment. An environment in which you can program, with a lot of supporting utilities. Well, this book is also an IDE in its own right, where here IDE means an Integrated Design Environment, in the context of mobile applications. Aimed at the burgeoning field of smart portable devices, that usually communicate

in a wireless fashion. The authors describe two main types of design efforts. The first is that of designing the UI for these mobile devices. Typically, there are severe constraints of screen size, resolution and power consumption. Care has to be taken because, after all, this is what the user sees. The second effort is in choosing and designing an architecture for this UI to interact with a server. Various issues are discussed, like how much "intelligence" will reside on the device ("fat" versus "thin"). And on the server, whether to have a 1, 2 or 3 tier system. The authors are at HP, and the book is part of the HP Professional Books series. Yet, search though I did, I could find no bias towards HP. In the narrative, there is only one mention of an HP product, OpenView, but this is in the context of listing various vendors' offerings. A very commendable, objective, vendor-neutral text. The design guidelines could be applied to most choices of current hardware, on the mobile device and on the server side. Plus, at the software level, you could choose a J2EE/J2ME or .NET approach. The book's advice supports both.

10 of 11 people found the following review helpful. Too high level to be useful

By Jack D. Herrington This book is primarily for architects. It covers a broad swath of ground in generic sweeping terms. When it does touch metal it covers the development of a web application for a tablet PC, which appears as largely unchanged from what it would look like in a standard web development environment. The book's first three chapters present an introduction and a business case for mobile computing. The fourth and fifth chapters provide a very high level overview of mobile devices and their variety. An example of the level of depth is on page 72 where the author writes; "Most, if not all, mobile devices have flat screens." Chapters seven, eight and nine cover, again at a very high level, application design for almost any thin client application. It could be web, or mobile, or whatever. Chapter ten covers the waterfall development model. Which I found really off tangent. I thought from here we would dig down. Instead we are building another information tower about project management and requirements gathering. Chapter eleven is a case study which is at the level of UML, data model, page flow, and use cases. Chapters twelve and thirteen are also case studies at a similar level. To get the "Full Microsoft .NET code examples for cell phones, Pocket PCs, and Tablet PCs" you need to go to Appendix B, which is the first sign of code in the book. Can't say I recommend this book at all. At the level this book covers mobile development it is not significantly different from web development. And for front-line coders this book provides no practical insight whatsoever. I gave it two stars because it provides some interesting facts about mobile bandwidth, and because I find the writing to be better than average. Shame that they couldn't have delved deeper into this fascinating topic.

3 of 4 people found the following review helpful. Definitive .NET Mobile Applications Book

By Customer This book is the definitive book for mobile .NET applications. Although the authors are very experienced programmers, from HP, I disagree with some of their opinions. For example, I think one-tier applications are more scalable than three tier applications, whereas the authors of this book think the opposite. Given that I do not agree on everything, the book is still complete, detailed, well thought out, and beyond doubt a first-rate coverage of mobile apps. I have not read a better book on mobile applications and especially if you are a .NET programmer, you will have a difficult time finding a better book on this topic. Aside from some architectural disagreement, I also did not like the UML sprinkled in. I HATE UML. The authors cover scenario based solutions and chose UML to do it. As much as I HATE UML, I really like the scenario based writing. Too many books just cover the same thing as the API reference. This book covers everything the documentation does not. For example, when SOAP is useful and when it should be avoided. I really believe that after reading the book, I will design better mobile applications and will have a broader view of mobile applications. Given that many mobile application projects fail or leave the project sponsor unsatisfied, this excellent book should be a definite read. It's also nice to see a mobile application book that really focuses on .NET. There are awesome facilities in .NET that blow away Java/J2EE. This book points them out. The book is not code heavy (after all that is obvious). Instead the book covers hard questions, like whether to use a data access layer or not and how to write a good one.

A guide to building successful mobile applications. It covers various facets of development and deployment. It is useful to those who needs to deliver robust, high-value mobile solutions: project managers, technical leaders, architects, and experienced developers alike.

From the Back Cover Delivering high-value mobile applications-from start to finish This is the definitive guide to building successful mobile applications. It covers every facet of development and deployment, including business issues, architectural design, integration with existing web and legacy applications, and the management of mobile application development projects. It also presents three application case studies that demonstrate best practices at work in real projects. Coverage includes: Requirements, design, development, integration, testing, release, and maintenance "Mobilizing" existing application architectures Building effective user interfaces for mobile applications Fat-client and thin-client scenarios Managing client-server data transfer Securing mobile applications: authentication, encryption, and data self-destruction Full Microsoft .NET code examples for cell phones, Pocket PCs, and Tablet PCs Mobile Applications is indispensable for everyone who needs to deliver robust, high-value mobile solutions: project managers, technical leaders, architects, and experienced developers alike.

About the Author VALENTINO LEE is a Principal Solution Architect for Hewlett-Packard. Over the course of his career, he has worked as a developer, architect,

technical leader and project manager on numerous legacy, web and mobile application development projects. He holds Master's degrees in Biology, Electrical Engineering, and Computer Science from Oxford, Columbia, and London Universities. HEATHER SCHNEIDER formerly worked as a lead software developer for HP, designing and developing web and mobile applications using VB, Java, .NET and J2EE. She holds a Master's degree in Computer Science from Pace University. ROBBIE SCHELL is a lead software developer at HP who has developed many diverse legacy, web, and mobile applications using C, C++, C#, VB, Java, .NET, J2EE, and other leading technologies.