CPET 565/CPET 499 Mobile Computing Systems Homework Assignment 4 Fall 2014

Assigned date: 10/29/2014

Assignment 4 Due Date: 11/10/2014, before 3:00 PM

Assignment 4 (Team Assignment) - Design of Mobile Applications and Information Architectures and Related Tradeoff Study. Use the guidelines as shown below to prepare a Design Report of Mobile Applications and Information Architecture for the Mobile App Pilot Project (continuation of Hw3).

- Executive Summary
- Mobile Computing/Information Service Environment
- Mobile Information Services
 - o Information Service Types
 - Pull (on-demand)
 - Push (broadcast)
 - Synchronization
 - Disconnected operation
 - Other
 - Connection types
 - Weakly connected
 - Always connected
 - Disconnected
 - Responsibilities and Requirements: Client, Middleware, Server (provide use case scenarios)
 - Data collection/transformation
 - Business Logic
 - Data sharing
 - Database access
 - Services
 - Peer-to-Peer
 - Mobile Web Portal
 - Email
 - Reporting
 - Location
 - Context aware
 - Push-based Services
 - o SMS Notification Message
 - Event Notification
 - Video/voice streaming
 - Localization
 - Considerations/Constraints
 - Resource usage
 - Scalability
 - Openness
 - Heterogeneity
 - Fault tolerance

- Resource sharing
- Privacy/Security
- User Interface
- Application Restrictions: data aggregation
- System Design and Architecture (diagrams are needed)
 - Communication Interface
 - Security/Authentication Interface
 - Hardware Architecture
 - Hardware structure of the system server
 - Hardware structure for the mobile client (host)
 - Peer-to-Peer?
 - Software Architecture
 - Software structure and functions of the server
 - Software structure for the mobile client (host)
 - Peer-to-Peer?
 - Middleware
- Trade-off Analysis

Assignment 4 Due Date: 11/10/2014, before 3:30 PM

** Team's PPP file and a Design Report should cover at minimum the ITEMS appear in suggested guidelines.

References

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- 3. R. Jain, A. Umar, and A. Umar, "A Comparison of Mobile Agent and Client-Server Paradigms for Information Retrieval Tasks in Virtual Enterprises," Telcordia Technologies, Inc., 2001, http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.16.8013.pdf
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- 6. H. Schneider, V. Lee, and R. Schell, "Ch. 4 Mobile Application Architectures," **Mobile Applications:**Architecture, Design, and Development, Pearson Information IT, Extracted lecture note available from www.philadelphia.edu.jo/academics/mmaouch/uploads/MobileApplicationArchitectures.ppt
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- 8. E. Pop, M. Barbos, and R. Lupu, "Client Server System for e-Services Providing in Mobile Communications Networks," Proceedings of the World Congress on Engineering 2008, Vol. III, WEC 2008, July 2-4, 2008, London U.K., http://www.iaeng.org/publication/WCE2008/WCE2008 pp1808-1813.pdf
- 9. Feng Gui, Development of a New Client-Server Architecture for Context Aware Mobile Computing, Ph.D. Dissertation, Florida International University, http://digitalcommons.fiu.edu/cgi/viewcontent.cgi?article=1248

- 10. Mobile Information Client, AGileDelta, http://www.agiledelta.com/product_mic.html, [accessed Oct. 9, 2012]
- 11. G. M. Weiss and J. W. Lockhart, "A Comparison of Alternative Client/Server Architectures for Ubiquitous Mobile Sensor-Based Applications, 2012, http://www.denzilferreira.com/UbiMI/2012/UbiMI2012-weiss-paper.pdf