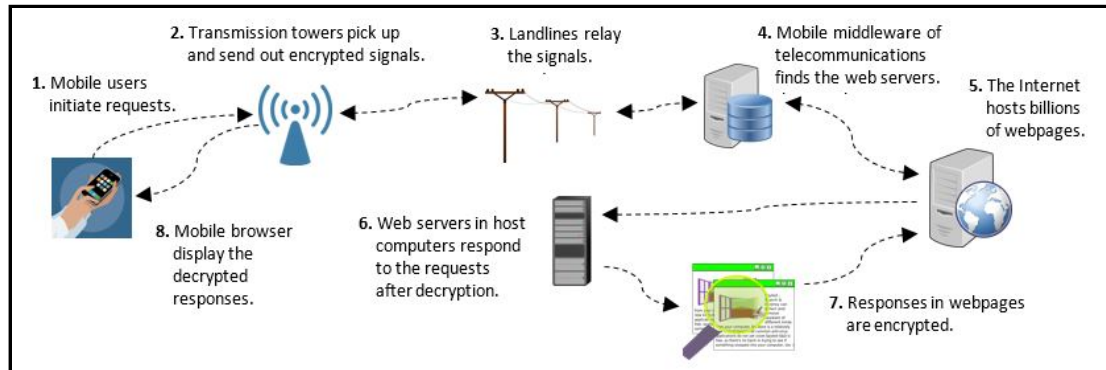


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Mobile-Commerce Transaction Processing



Mobile Handheld Devices

They are small, general-purpose, programmable, battery-powered computers that are capable of handling the front end of mobile applications and can be operated comfortably while being held in one hand and enables users to interact directly with mobile applications.

Mobile Middleware

The major purpose of this component is to transparently and seamlessly map Internet contents to handheld devices that support a variety of operating systems, mobile browsers, and protocols.

Mobile and Wireless Networks

It uses radio frequencies to transmit information among the individual computers, including wireless network adapter each. User requests are delivered to either the closest wireless access point (in a WLAN environment) or a base station (in a cellular network environment).

Wired Networks

This component is optional for a mobile commerce system. However, most computers (servers) usually reside on wired networks such as the Internet, so user requests are routed to these servers using transport and/or security mechanisms provided by wired networks.

Host Computers

This component is similar to the one used in electronic commerce, which includes three kinds of software: (i) web servers, (ii) database servers, and (iii) application programs and support software.

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