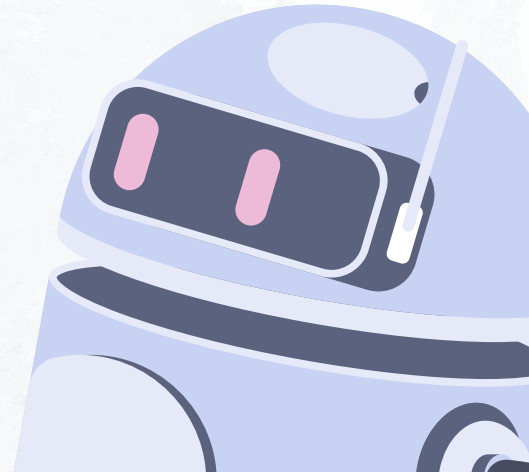


Mobile Application Development

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What is Framework?

Framework

- Abstracting various aspects of software design
- Handles complexity of software more reliability and faster
- A layer of abstraction for faster development

FULLY CENTRALIZED FRAMEWORKS AND TOOLS

- Exhibits distinct characteristics compared to other fully centralized applications due to mobility-related factors.
- These factors include Quality of Service (QoS), limited power supply, active transactions, and location awareness.

FULLY CENTRALIZED FRAMEWORKS AND TOOLS

- Custom-designed clients are common in fully centralized mobile apps, optimizing the user interface for specific tasks.
- The software on mobile devices in such systems is typically embedded and designed for specific functions.

N-Tier Client–Server Frameworks and Tools

- Facilitates communication between applications, with one acting as the server and the other as the client.
- State-of-the-art solution for distributed mobile app development

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Problems in Client–Server Frameworks

- Thin-Client Wireless Client–Server
 - Relies heavily on the server
 - Persistent and stable connection
- Thick-Client Wireless Client–Server
 - Significant amount of processing power, storage, and software capabilities
 - Deployment and Provisioning problem

Problems in Client-Server Frameworks

- Stand-Alone Application
 - no network connectivity

Thanks! →

Any questions?

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