Subject: Human Machine Interaction (CSC801)   Sem:VIII

Roll No	Question
43	Discuss about the Open Source, proprietary and licensed mobile platforms.

ANS: **Open Source:**
Open source platforms are mobile platforms that are freely available for users to download, alter, and edit. It provides community support as well as commercial support if available for maintenance. We can get it for free of cost.

Open source mobile platforms are newer and slightly controversial, but they are increasingly gaining traction with device makers and developers.

Android is one of these platforms. It is developed by the Open Handset Alliance, which is spearheaded by Google. The Alliance seeks to develop an open source mobile platform based on the Java programming language.

Proprietary Platform:
Proprietary platforms are designed and developed by device makers for use on their devices. They are not available for use by competing device makers.

We have to pay to get this software and its commercial support if available for maintenance. The company gives a valid and authenticated license to the users to use this.

Iphone, Blackberry and palm are examples of Proprietary Platform.

Licensed Mobile Platform:

Licensed platforms are sold to device makers for nonexclusive distribution on devices. The goal is to create a common platform of development Application Programming Interfaces (APIs) that work similarly across multiple devices with the least possible effort required to adapt for device differences, although this is hardly reality.

This is the best choice for users who will use process apps as it will be more cost effective long term by allowing the user to run an unlimited number of apps on the platform.

Following are the licensed platforms:

- *Java Micro Edition (Java ME)*

- devices such as phones.

- *Binary Runtime Environment for Wireless (BREW)*

- *Windows Mobile*

- *LiMo*