



**ITE 335 Platform Technologies
Student Activity Sheet # 02**

Name: _____
Section: _____ Schedule: _____

Class number: _____
Date: _____

Lesson title: Introduction to Platform Technologies

Lesson Objectives:

- To understand more the Platform technology.
- Identify the layers and its importance.
- Familiarize platform technology architectures.

Materials:

SAS

References:

*Platform-Technologies.pdf
*<https://www.systemsinnovation.io/post/platform-technologies-1>
*<https://www.citrixguru.com/2019/01/02/platform-layer-citrix-applayering/>
*<https://en.wikipedia.org/wiki/>
*<https://www.systemsinnovation.io/post/platform-technologies-1>

Productivity Tip:

"The key is to not prioritize what's on your schedule but to schedule your priorities" - Stephen Covey

LESSON PREVIEW/REVIEW

Introduction (2 mins)

A pleasant day student! This session is an introduction about Platform Technologies but let us first define Platform and Technology. A platform is a group of technologies that are used upon which other applications, process or technologies are developed. While Technology is the application of scientific knowledge for practical purposes, especially in industry convenient. A Best example of a Platform technology is a Personal Computer.

Activity 1: What I Know Chart, part 1 (3 mins)

The table below contains a set of questions that are relevant to our Lessons. Read the questions in Column 2 and write in column 1 your answers on what you initially know about our topic. For the meantime, leave column 3 and get back to it once you reach activity 4.

What I Know	Questions:	What I Learned
	1. What is Platform Technologies?	
	2. What are the Platform Layers?	



Name: _____
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Date: _____

A. MAIN LESSON

Activity 2: Content Notes (20 mins)

{You may take down notes or highlight some important keys or make some outline of what and how you understood the topic}

Platform technologies are systems build upon a platform architecture that distributes the system out into different levels of abstraction. This is done to differentiate between core – platform – functions, and the application layer that sits on top of, and draws upon, these underlying common services.

Platforms are open systems, unlike traditional technologies that are simply designed as individual physical objects that perform a function, Platforms are designed to be interoperable with other systems, they will likely have external applications running on top of them all of which cannot be fully foreseen by the developers of the platform. Think of an IoT platform for a house that will have to interoperate and work with many devices and technologies in the house if it is to be successful at delivering the end service.

Platform Abstraction

The key to the platform technology architecture is abstraction, as all platform technologies involve two distinctly different levels to their design, with these different levels defined according to their degree of abstraction. Abstraction is the quality of dealing with generic forms rather than specific events, details, or applications. In this aspect, abstraction means removing the application of the technology from the underlying processes and functions that support that application. The platform is an abstraction, means that it does not have application. For example, you might rent a cloud platform from a provider but, this is absolutely no use to an end-user if they cannot do anything with it. Platforms are composed of generic processes that does not have specific instantiation. The application is designed to bundle these underlying resources and turn them into a real instance of an application that can be applied in the real world.

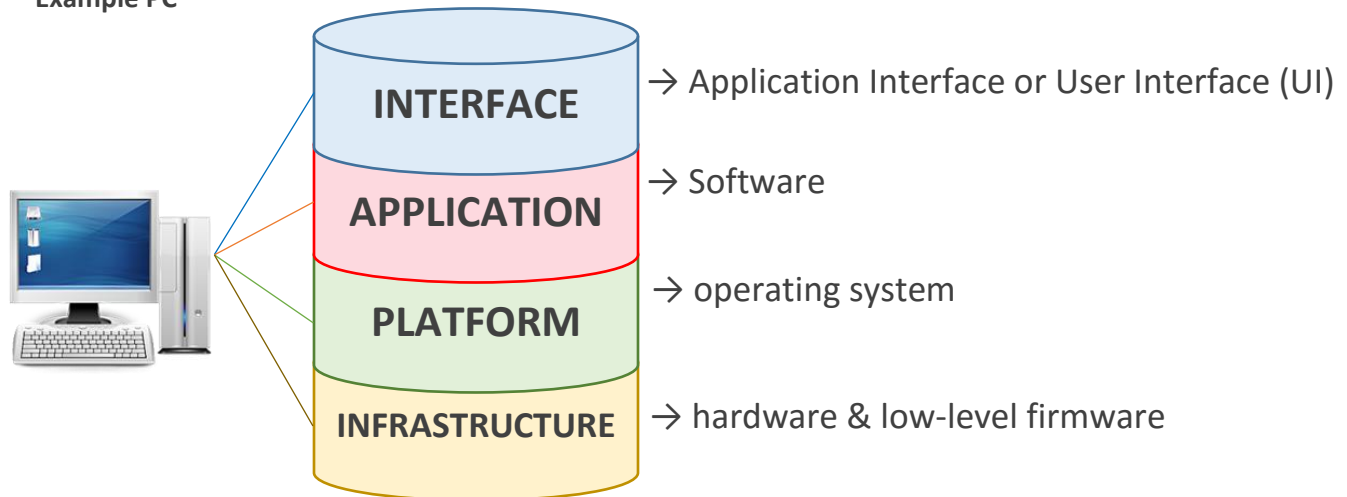
This use of abstraction works to remove the complex for the application developers. By moving core services down to the platform level application developers can simply plug into these services and build their applications on top of it, thus working to greatly simplify the complexity they encounter. We can think about a house as a platform, once there are common protocols, IoT platforms for houses will be built where any device, technology or item that enters the house can then connect into the platform and become an application, the house platform can then manage these applications, providing them with infrastructure services and present them as an integrated solution to the house occupants.



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Class number: _____
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Example PC



A Platform Technology must have 2 layers:

1. Platform Layer - are designed to support your environment. A platform layer includes your hypervisor tools and settings. The tools and settings make it easy to create layers by using virtual machines in your hypervisor environment. A platform layer that includes your hypervisor, provisioning service, and connection broker software isolates App and OS layers from the infrastructure where they are published.

Consist of:

- Infrastructure - is the foundation of platform technologies because the other layers will depend to it.
- Platform - it is the one that handle the complexity and execute multiple tasks.

2. Application Layer - is an abstraction layer that specifies the shared communications protocols and interface methods used by hosts in a communications network. The application layer abstraction is used in both standard models of computer networking: the Internet Protocol Suite and the OSI model.

Consist of:

- Application - is the product that will be use by the end-user.
- Interface -device or program enabling a user to communicate with a computer. It is the point of human-computer interaction and communication in a device.



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Activity 3: Skill-building Activities (10pts)

Essay

1. What is the difference between a Platform technology and non-Platform technology?

"Check your answers using the *Key to Corrections* found at the end of this SAS. Write your score on your paper."

Activity 4: What I Know Chart, part 2 (2 mins)

This section serves as your review and summary of what you have learned from today's session. Try to express how your knowledge has changed by reviewing the questions in the *What I Know Chart* from Activity 1 and write your answers to the questions based on what you know in the third column of the chart.

Activity 5: Check for Understanding (5 mins)

1. Draw your cellphone and at least one app in your cellphone.
2. Identify or describe its layers.

Interface: (Describe)

Application: (Name of App)

Platform: (OS)

Infrastructure: (Model)



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Class number: _____
Date: _____

A. LESSON WRAP-UP

Activity 6: Thinking about Learning

- a) Below is a table that will serve as your work tracker for you to visualize and help you to be on track on how much work you have accomplished and how much work are left to do. Shade the day that corresponds to your accomplished activity.

You are done with the session! Let's track your progress

Period 1									Period 2									Period 3							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

- b) Think about what you have learned by filling up your "My Learning Tracker". The students will write the learning targets, their scores, learning experience for the session and deliberately plan for the next session.}

Date	Learning Target/Topic	Scores	Action Plan
What is the date today?	What module# did you do? What were the learning targets? What activities did you do?	What were your scores in the activities?	What contributed to the quality of your performance today? What will you do next session to maintain your performance or improve it?

FAQs

Q: What is Abstraction?

A: the process of removing physical, spatial, or temporal details or attributes in the study of objects or systems to focus attention on details of greater importance; it is similar in nature to the process of generalization. Abstraction, in general, is a fundamental concept in computer science and software development. The process of abstraction can also be referred to as modeling and is closely related to the concepts of theory and design.

Q: What is Application Interface?

A: An application interface, or user interface, is the set of features an application provides so that a user may supply input to, and receive output from, the program. If you think about Microsoft Word, as an example, the application interface includes a central area for typing and adding feedback on your screen.

KEY TO CORRECTIONS

1. What is the difference between a Platform technology and Non-Platform technology?

A platform technology may include physical components, tools, and rules to facilitate development, a collection of technical standards to support interoperability, or any combination of these things and can organize the technical development of interchangeable, complementary components and permit them to interact with one another. On the other hand, a non-platform is a homogenous system and there is no differentiation between a system infrastructure and its application. It cannot generate new and different configurations of itself.