

UbiZen

Games Edition
Estudos em Jogos Ubíquos

Plataforma UnBiquitous



DSOA

SOA



DSOA



Service Oriented Architecture

DSOA

Device

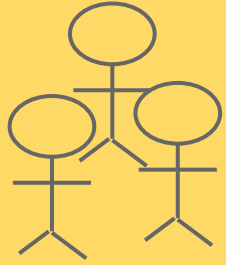


Architecture SOA

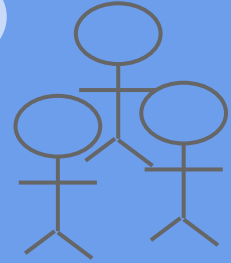
*"Um **paradigma** para a organização e utilização de **capacidades distribuídas** que possam se encontrar sob o controle de diferentes domínios e propriedades"*

SOA

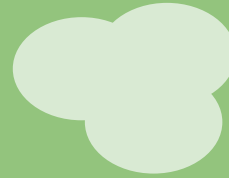
Comercial



TI



Contábil



"Serviço é um mecanismo que disponibiliza uma ou mais **funcionalidades**, onde o acesso é provido através de uma **interface** definida entre as partes"

Serviço

"Serviço é um mecanismo que disponibiliza uma ou mais **funcionalidades**, onde o acesso é provido através de uma **interface** definida entre as partes"

Serviço



Efeito

"Serviço é um mecanismo que disponibiliza uma ou mais **funcionalidades**, onde o acesso é provido através de uma **interface** definida entre as partes"

Serviço



Visibilidade

Interação

Efeito

A photograph of a winter landscape. In the foreground, there is a snow-covered ground. In the background, several trees are heavily laden with snow, their branches drooping. A blue rounded rectangle is overlaid on the left side of the image, containing the word "Consumidor" in white text.

Consumidor

A photograph of a winter scene with snow-covered trees and a path. The trees are heavily laden with snow, and the ground is covered in a thick layer of snow. The path is visible in the foreground, leading into the distance. The overall atmosphere is cold and serene.

Consumidor

Provedor

The diagram is overlaid on a grayscale photograph of a snowy forest. It features two rounded rectangular boxes: a blue one on the left labeled 'Consumidor' and a green one on the right labeled 'Provedor'. Two horizontal arrows connect them: a top arrow pointing right labeled 'Requisição' and a bottom arrow pointing left labeled 'Resposta'.

Consumidor

Requisição

Provedor

Resposta



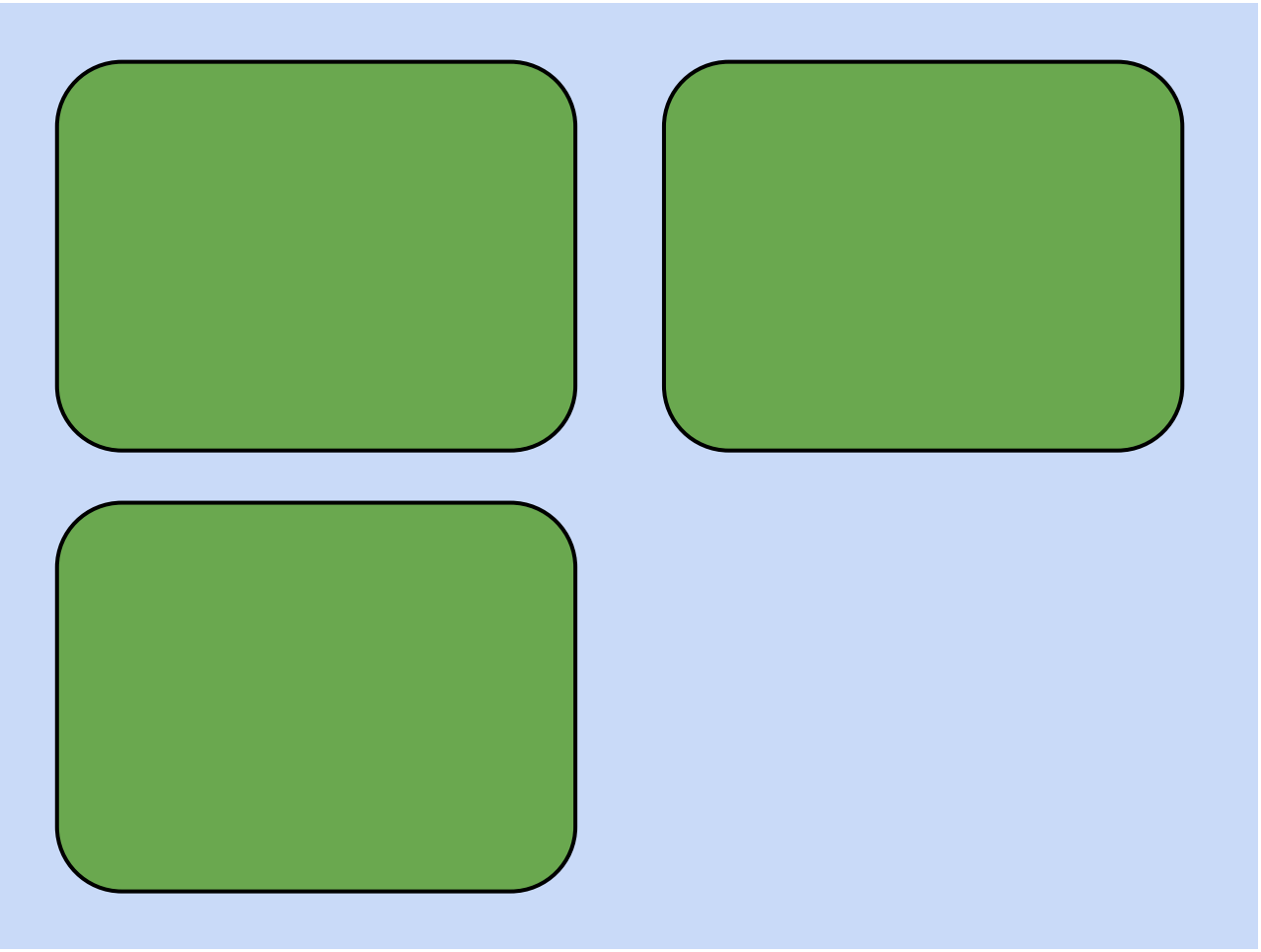


DSOA

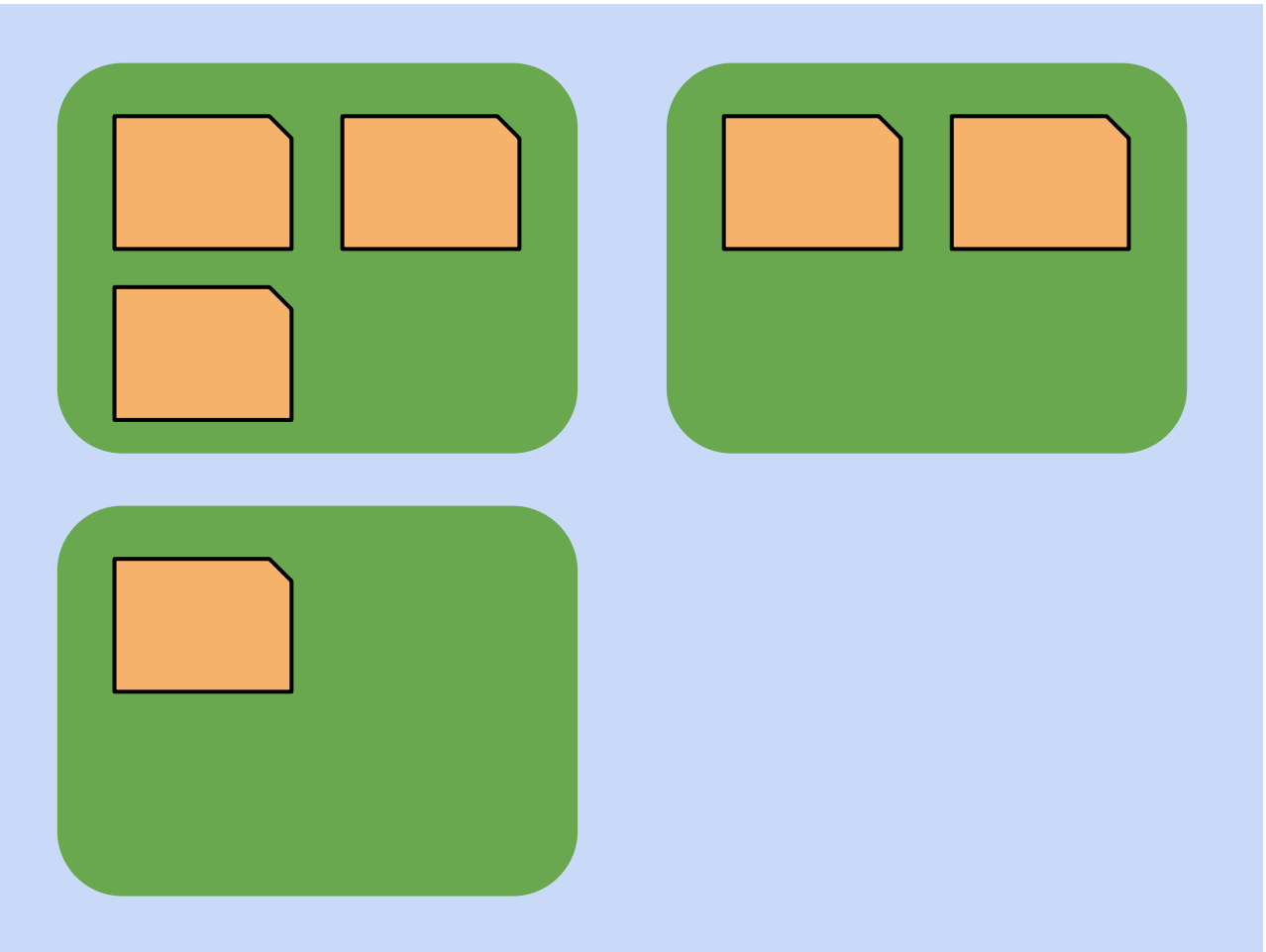
Ambiente Intelligente



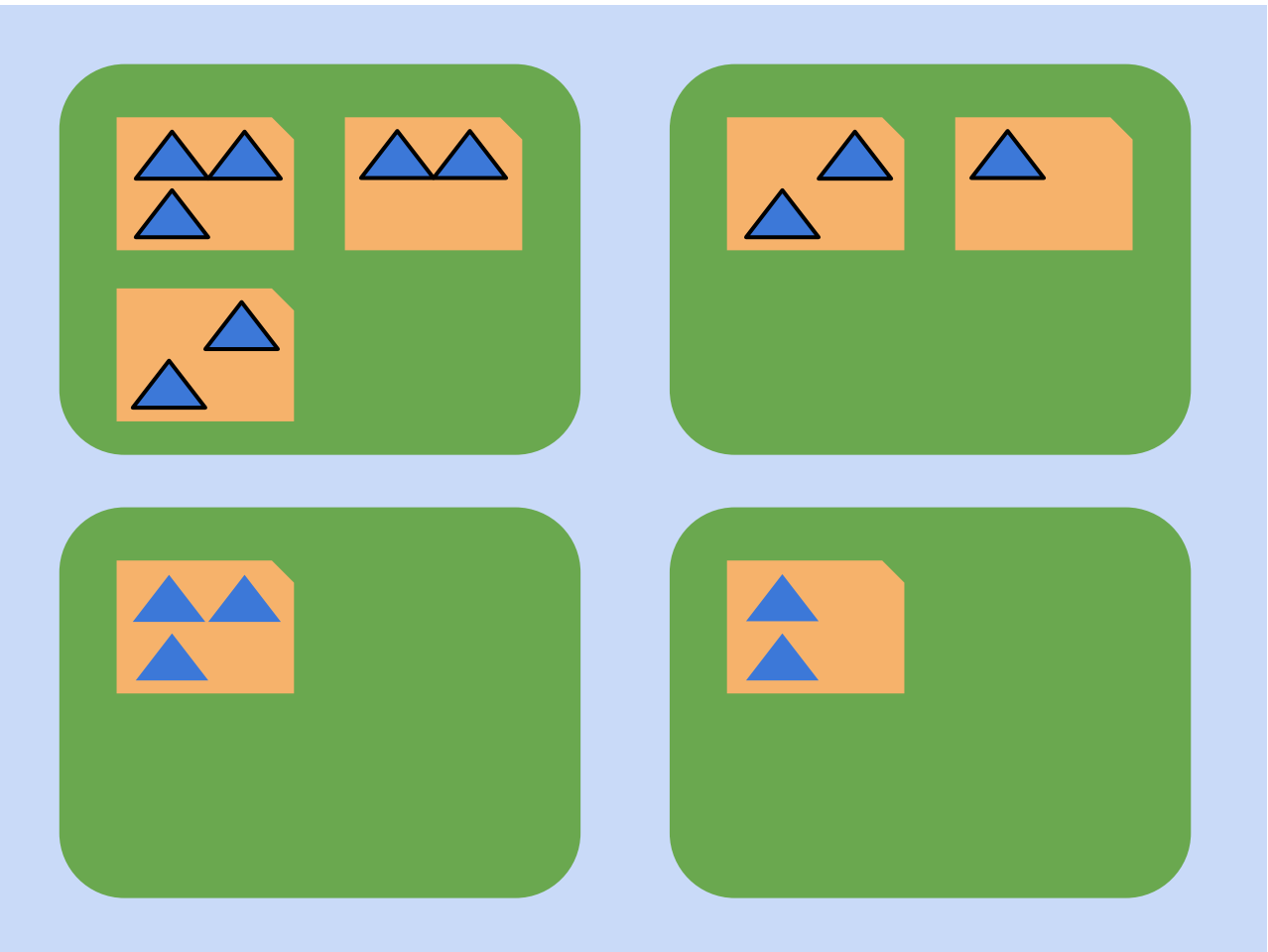
Dispositivo



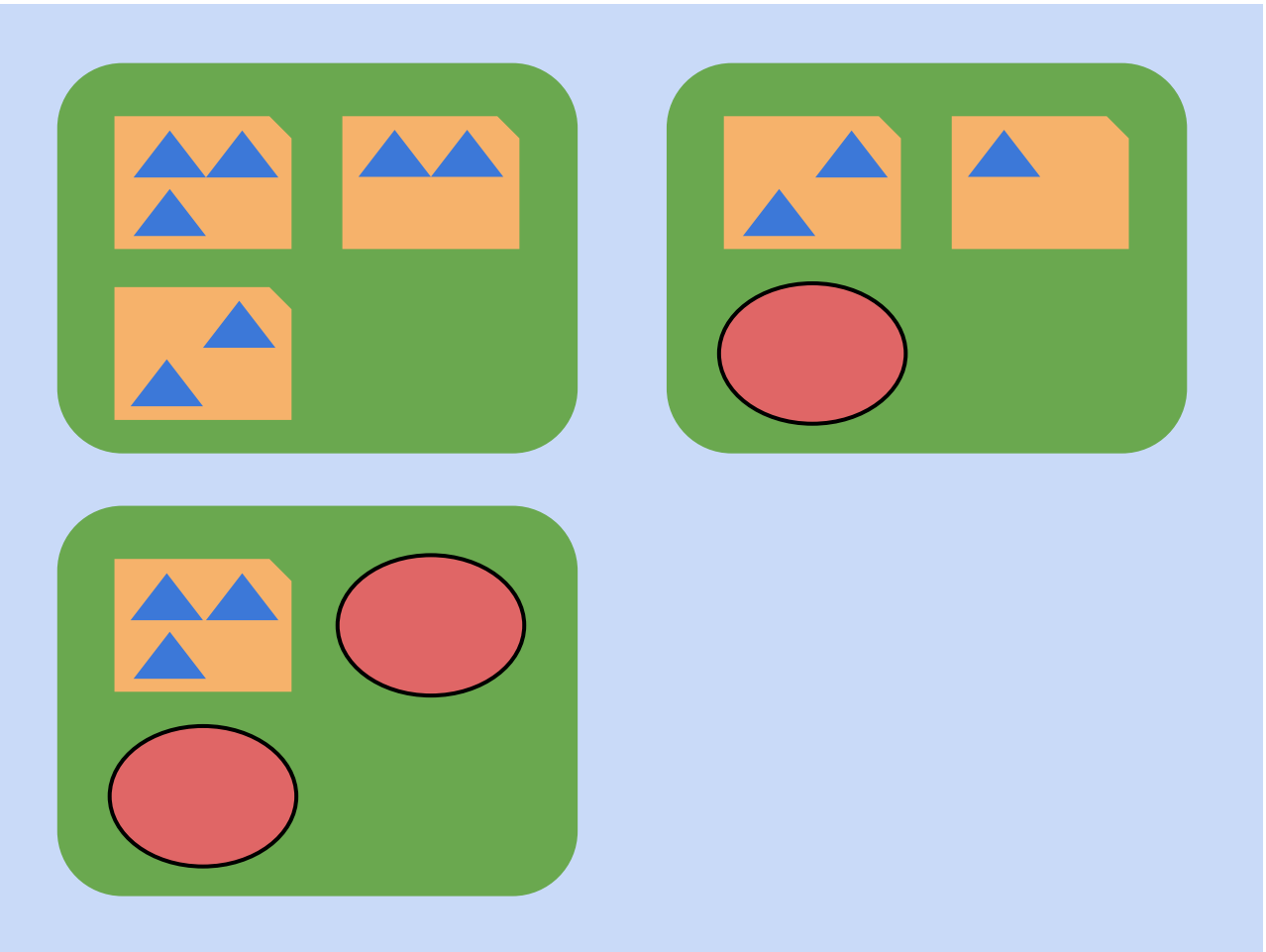
Recurso



Serviço



Aplicação

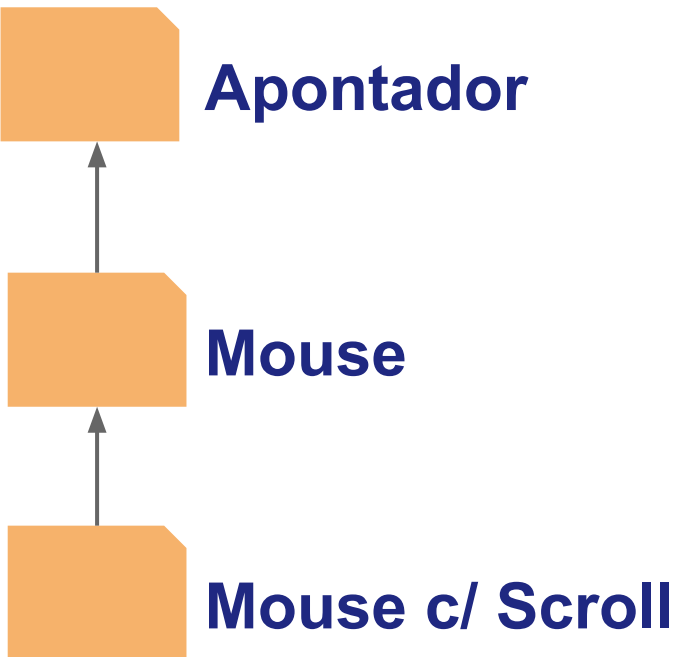


Equivalência



Apontador

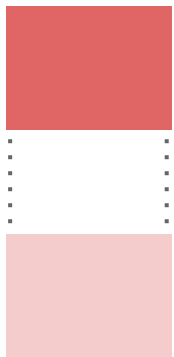
Equivalência



Tipo de Tráfego



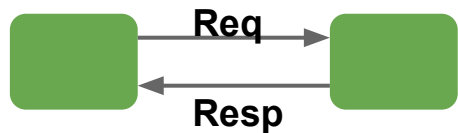
Mensagens Discretas



Dados Contínuos

Comunicação

Forma de Interação



Síncronos



Assíncronos

Comunicação



Ubiquitous Protocols



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"name": "Pah_w580i",

"networks": [

{ "Bluetooth": "001F81000250" }



]

}





{

"name": "nokia.webcam.ns60",

"services": [...],

"events": [...]

}



{



"name": "snapshot",

"parameters": {

"width": "MANDATORY",

"height": "MANDATORY",

"encoding": "OPTIONAL"

}



}

Service Call

**Service
Response**

Notify

**Encapsulated
Message**

Base

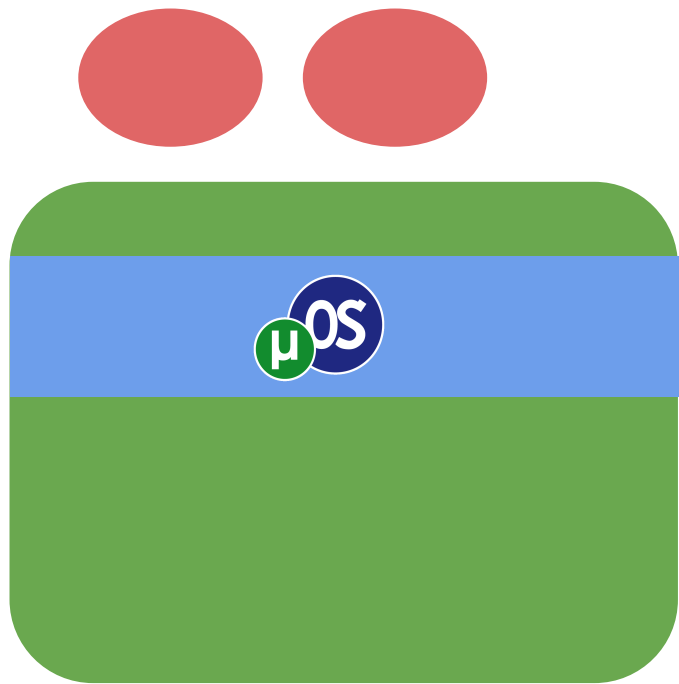
SCP

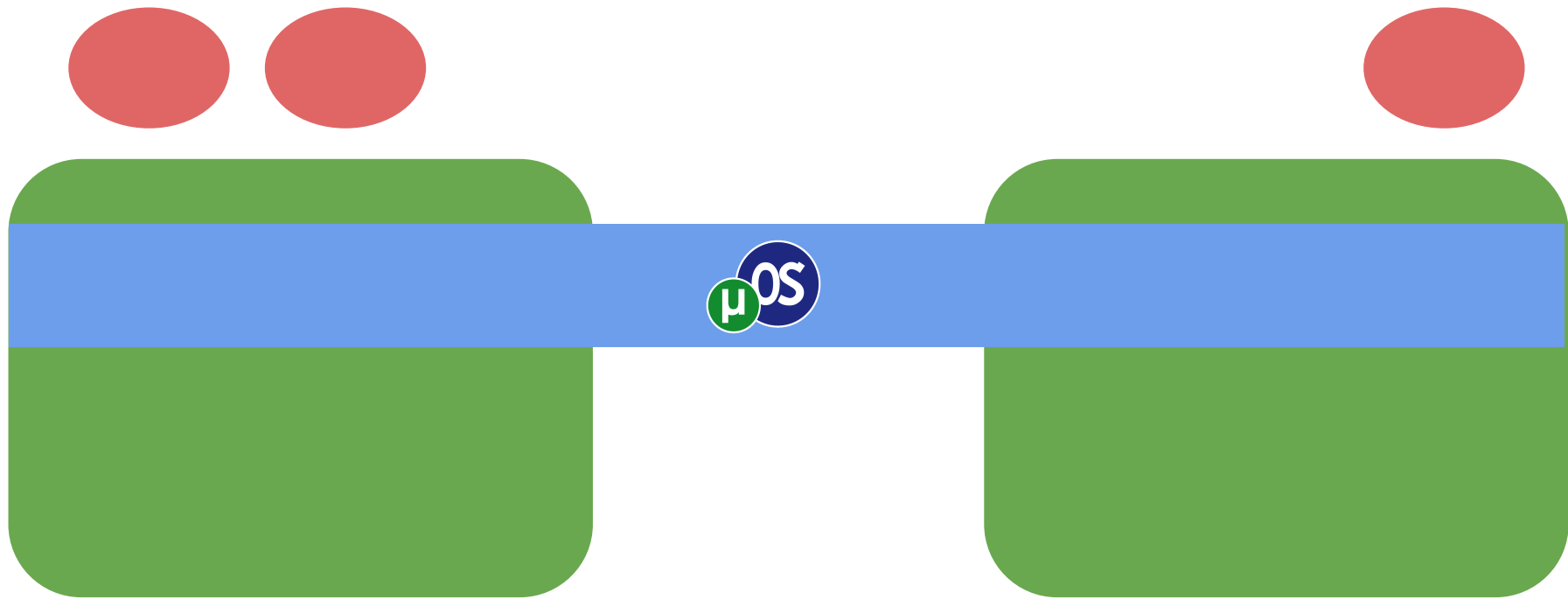
EVP

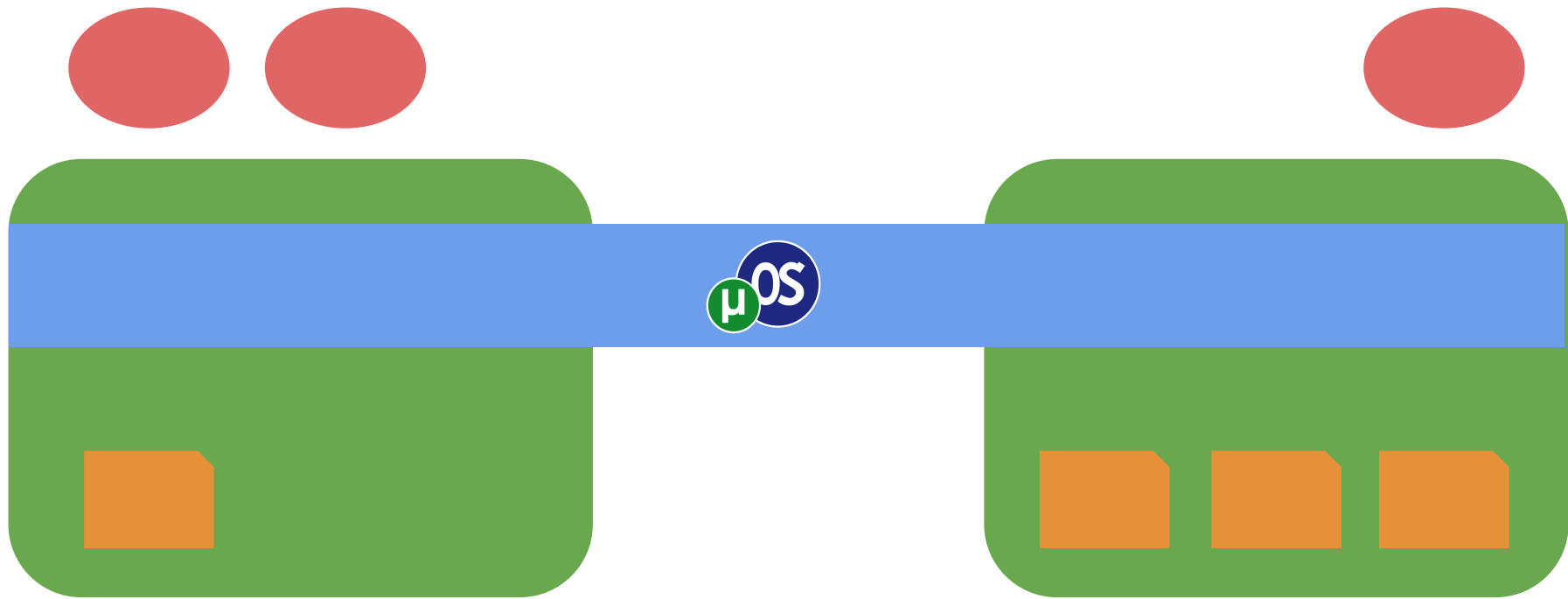
Complementares

Device

Register







Aplicações



Plugins de Rede

Drivers



Aplicações



Network
Manager



Loopback



Plugins de Rede

Drivers



Aplicações



Network
Manager



Loopback

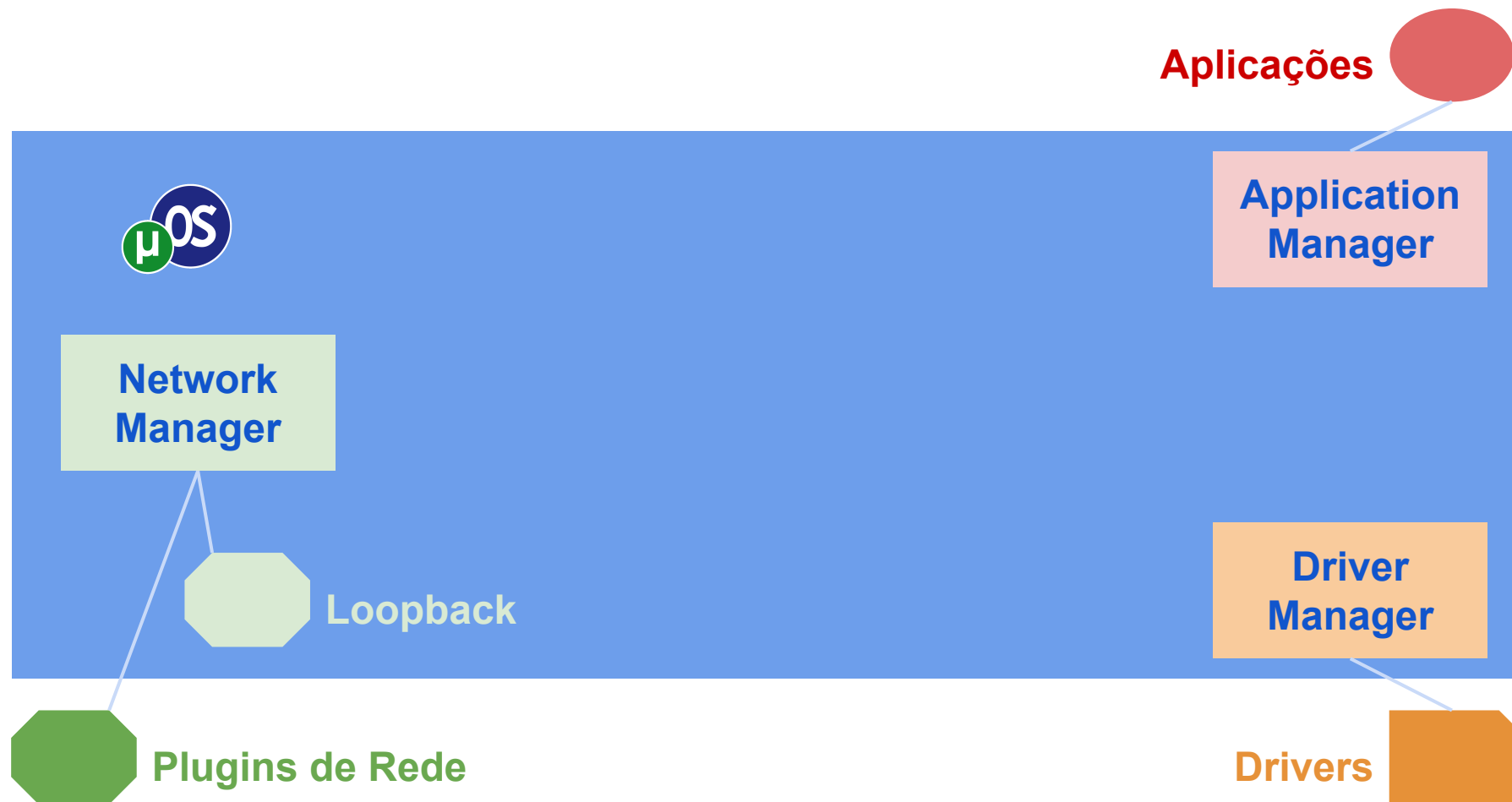


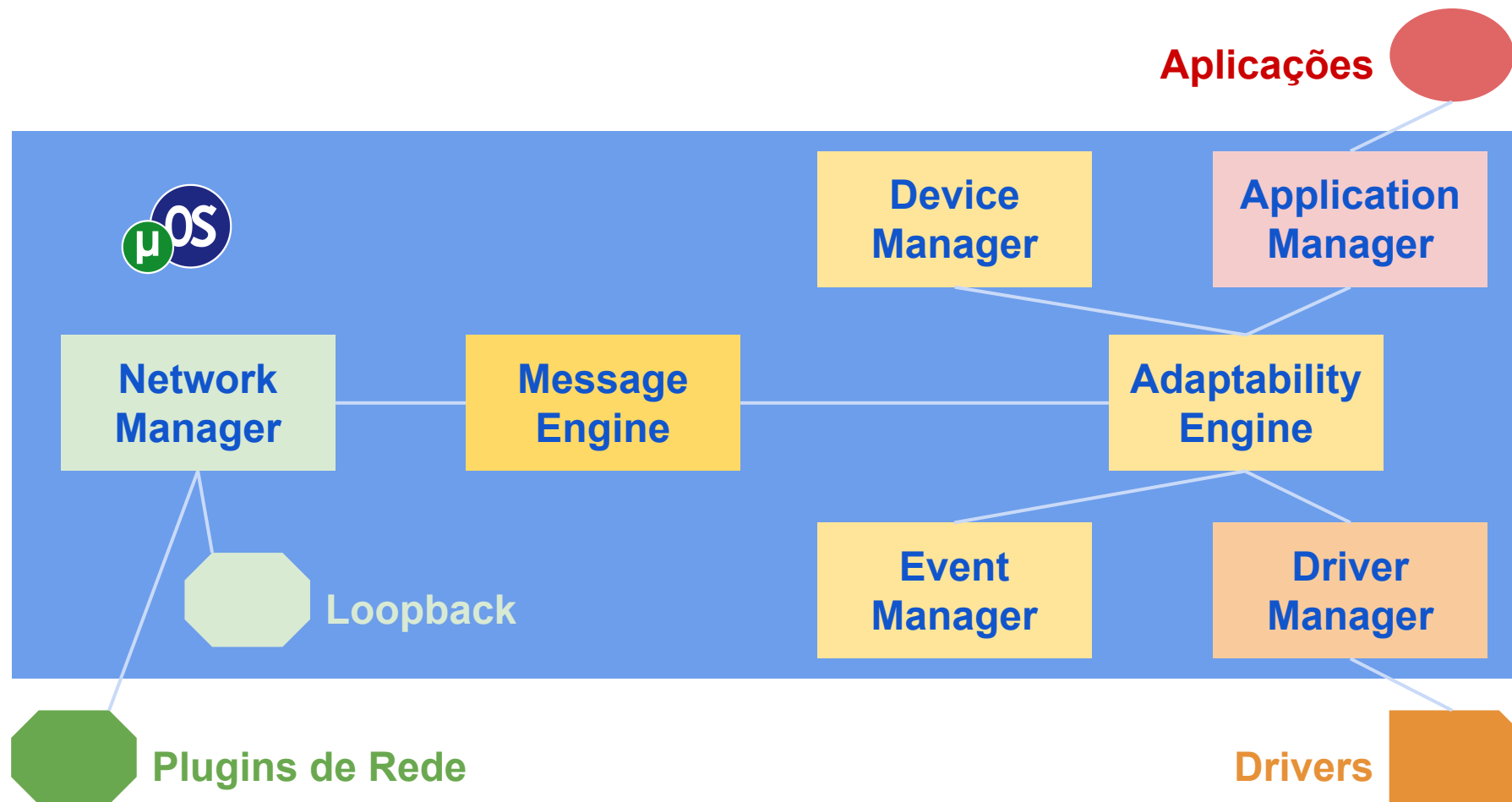
Plugins de Rede

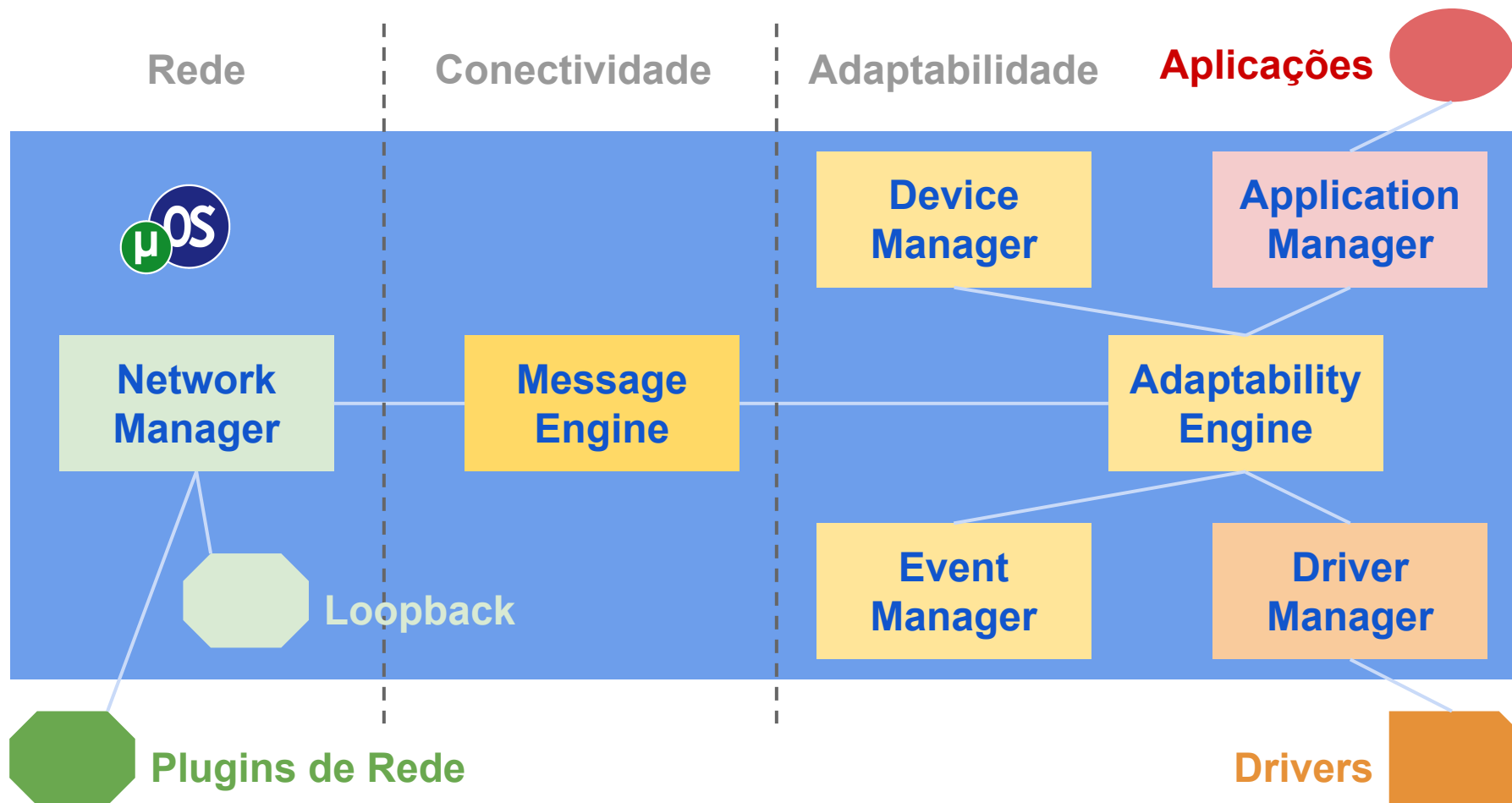
Driver
Manager

Drivers











Tarefa?



**Fabricio
Nogueira
Buzeto**

UbiZen

Tarefa?

Modelar seu jogo na
plataforma.



**Fabricio
Nogueira**

obizen