

* Write in detail about Application Framework in Mobile Ecosystem?

Application framework often runs on top of operating systems, sharing core services such as communications, messaging, graphic, location, security, authentication and many others. Application frameworks are used to create applications such as a game, a web browser, a camera or media player. Although the frameworks are well standardized, the largest challenge of deploying applications is knowing the specific device attributes and capabilities. A common alternative these days is creating applications for only one platform such as iPhone or Android. By minimizing the number of platforms the developer has to support and utilizing modern application frameworks. The time & cost of creation go down significantly.

Some of application frameworks are:

① Java:-

Applications written in Java ME framework can often be deployed across the majority of Java-based devices, but given the diversity of device screen size & processor power, cross-device deployment may be a challenge.

② S60:-

The S60 platform, formerly known as Series 60, is the application platform for devices that run the Symbian OS. S60 is often associated with Nokia devices. S60 is an open source framework. S60 applications can be created in Java, C++ or even frame lite.

③ BREW:-

Application written in BREW framework can be deployed across the majority of BREW-based devices, with slightly less cross-device adaption than other framework.

④ Flash Lite:-

Adobe Flash Lite is an application framework that uses Flash Lite & ActionScript framework to create vector-based apps. Flash Lite application can be run within the Flash Lite Player, which is available in handful of devices around the world.

⑤ Windows Mobile:-

Application written in Win32 API can be deployed across the majority of Windows-Mobile-based devices. Like Java, Windows mobile applications can be downloaded & installed over the air or loaded via a cable-connected computer.

⑥ Cocoa Touch:-

Cocoa Touch is the API used to create native applications for iPhone & iPod touch. Cocoa Touch applications must be submitted & certified by Apple before being included in App Store. Once in App Store, applications can be purchased, downloaded & installed over the air or via a cable-connected computer.

⑦ Android SDK:-

The Android SDK allows developers to create native application for any device that runs Android platform. By using Android SDK, developers can write applications in C/C++ or use Java virtual machine included in the OS that allows the creation of application with Java which is more common in the mobile ecosystem.

⑧ Web Runtimes (WRTs):-

Nokia, Opera & Yahoo! provide various Web Runtimes. These are meant to be miniframeworks, based on web standards, to create mobile widgets. Both Opera's & Nokia's WRTs meet the W3C-recommended specifications for mobile widgets.