

Introduction

This document gives an overview of mobile development platforms, and ideas about how DBC may approach mobile development. The purpose is both to follow up on the meeting at DBC on our mobile strategy, and also to give input to a (nordic) collaboration on open source mobile library applications, as a continuation of Helsinki Midwinter Darkness Camp 2011.

The document contains the following: - Platforms, market shares and segmentation - Mobile JavaScript - Suggested approach

Executive summary

Platforms, market shares and segmentation

... smartphones vs. featurephones

Smartphones

Android

iOS

Qt-targeted smartphones: Symbian, Windows Phone, (meego), ...

Other smartphones: Blackberry, Palm Pre, ...

Featurephones

- Large quantity Java Micro Edition (J2ME)
- WAP 2.0
- Not really JS support
- No central market, distribution via gprs, possibly started by sms

Application types

Apps, mobile-web, sms

Mobile JavaScript

Platform support

Applications vs. webpages

PhoneGAP

- app wrapper
- blackberry, palm, windows, symbian, iOS, Android

On J2ME

- lightscript
- ...

Frameworks

jQueryMobile

Sencha

The Rest

- xui, jqtouch, zepto.js, ...

Suggested approach

- build apps with PhoneGAP
- write application logic in a subset of JavaScript, such that it may be portable to J2ME on long term