

# Mobile

mobile-web - 2.0.2

version :1.0.0-SNAPSHOT

jQuery mobile framework takes the write less, do more mantra to the next level: Instead of writing unique apps for each mobile device or OS, the jQuery mobile framework allows you to design a single highly-branded web site or application that will work on all popular smartphone, tablet, and desktop platforms

## EXTERNALMODULE

### **jdom**

JDOM is a way to represent an XML document for easy and efficient reading, manipulation, and writing.

### **Commons-logging**

Commons logging package is an ultra-thin bridge between different logging implementation portable with any logging implementation at runtime.

Commons Logging is a thin adapter allowing configurable bridging to other, well known logging systems. When writing a library it is very useful to log information. However there are many logging implementations out there, and a library cannot impose the use of a particular one on the overall application that the library is a part of Applications (rather than libraries) may also choose to use commons-logging. While logging-implementation independence is not as important for applications as it is for libraries, using commons-logging does allow the application to change to a different logging implementation without recompiling code. Note that commons-logging does not attempt to initialise or terminate the underlying logging implementation that is used at runtime; that is the responsibility of the application. However many popular logging implementations do automatically initialise themselves; in this case an application may be able to avoid containing any code that is specific to the logging implementation used.

### **Json-lib**

JSON-lib is a java library for transforming beans, maps, collections, java arrays and XML to JSON and back again to beans and DynaBeans. Includes support for Groovy and JRuby as well. jsonlib has two functions of interest, read and write. It also defines some exception: Read error, Write error, and unknown serializer error. For compatibility with the standard library, read is aliased to loads and write is aliased to dumps. They do not have the same set of advanced parameters, but may be used interchangeably for simple invocations.

### **jsr311-api**

Jersey is the open source, production quality, JAX-RS (JSR 311) Reference Implementation for building RESTful Web services. But, it is also more than the Reference Implementation. Jersey provides an API so that developers may extend Jersey to suit their needs. The governance policy is the same as the one used in the GlassFish project. We also use the same two licenses - CDDL 1.1 and GPL 2 with CPE - so, you can pick which one suites your needs better.

### **Jersey-server**

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## **Jersey-json**

Jersey JSON support comes as a set of JAX-RS `MessageBodyReader<T>` and `MessageBodyWriter<T>` providers distributed with jersey-json module. These providers enable using three basic approaches when working with JSON format:

- 1)POJO support
- 2)JAXB based JSON support
- 3)Low-level, `JSONObject/JSONArray` based JSON support

The first method is pretty generic and allows you to map any Java Object to JSON and vice versa. The other two approaches limit you in Java types your resource methods could produce and/or consume. JAXB based approach could be taken if you want to utilize certain JAXB features. The last, low-level, approach gives you the best fine-grained control over the outgoing JSON data format.

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## **gson**

Gson is a Java library that can be used to convert Java Objects into their JSON representation. It can also be used to convert a JSON string to an equivalent Java object. Gson can work with arbitrary Java objects including pre-existing objects that you do not have source-code of. Gson support java generics and doesn't require any special annotations.

## **Commons-io**

Commons IO library contains utility classes, stream implementations, file filters, file comparators and endian classes. Commons IO is a library of utilities to assist with developing IO functionality.

There are six main areas included:

- 1)Utility classes - with static methods to perform common tasks
- 2)Input - useful Input Stream and Reader implementations
- 3)Output - useful Output Stream and Writer implementations
- 4)Filters - various implementations of file filters
- 5)Comparators - various implementations of `java.util.Comparator` for files
- 6)File Monitor - a component for monitoring file system events

## **junit**

JUnit is a unit testing framework for the Java programming language. JUnit has been important in the development of test-driven development JUnit is linked as a JAR at compile-time; the framework resides under packages junit.framework for JUnit 3.8 and earlier and under org.junit for JUnit 4 and later. A JUnit Test fixture is a Java object. With older versions of JUnit, fixtures had to inherit from junit.framework.TestCase, but new tests using JUnit 4 should not do this. Test methods must be annotated by the @Test annotation. If the situation requires, it is also possible to define a method to execute before (or after) each (or all) of the test methods with the @Before (or @After) and @BeforeClass (or @AfterClass) annotations.

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