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| Omáda Programming |
| Team 15 - Java Card  Version 1.5  Brasoveanu Andrei-Alexandru  *Delvin Varghese*  *Dominic Lee* |
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| Date | Name | Reason for Changes |
| 08/02/2013 | Brasoveanu Andrei  Alexandru | First version of document |
| 20/02/2013 | Brasoveanu Andrei  Alexandru | Added security and implementation details |
| 01/03/2013 | Dominic Lee | Updated kannel implementation |
| 15/03/2013 | Delvin Varghese | Updated applet architecture |
| 22/03/2013 | Delvin Varghese | Final proofread and revision |

**Version History**

This document lists some of the limitations we faced while undertaking this project. While the key aspects of the project were completed successfully, it was not without its difficulties. One of the main difficulties we faced was our workforce itself. The original team consisted of 5 members. However, two members dropped out subsequently without ANY input whatsoever.

One of the requirements of the project was access to a Mac/UNIX system. We initially fulfilled this requirement as a member of our team had a Mac. Also our design methodology was based on equal work from all members of team so we allocated 2 members to the applet, 1 member to the server and 2 members to the communication gateway (i.e. Kannel). However as both these members dropped out (and one of these members had the Mac) we suffered a substantial setback. Despite this, we had a meeting with our client, and we were generously helped by Simulity to use some pre-set configurations which helped us from stretching ourselves, making up for the lost team members.

Other Aspects

All the software that was given to us to help produce our applet is owned by Simulity. Examples of this would include a virtual device used throughout the company to test parts of code. This meant that we had to be careful with every instance of it we copied and were carful to remove all copies now that the product is finished.

There was a very steep learning curve for us having to learn Java Card as well as learn the industry specifications. Learning the language Java Card was the first aim we had. It was difficult because we had problems with finding helpful examples of Java Card code to learn from as it is a lot less frequently used than the basic Java. The reason we needed to learn java card was because it is a language in its own right, this is because the only allowed variable types are short, bite and Boolean. This is because of 2 reasons, the first being the limitations of the language the second being limitations of the embedded device itself. The reason the language limits the usable variables is to increases efficiency and the device limits the usable variables because of architectural limitations.