Other Aspects

1. Proprietary software (owned by Simulety)
2. Not a lot of material on java card outside Simulety
3. Steep learning curve

* Industry spec
* Java card language, details

Other Aspects

All the software that was given to us to help produce our applet is owned by Simulety. 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.