## Five most common software application categories



## Objective

Understand the capabilities, features, benefits, and liabilities of the common application types.



## What is an Application?

Is a type of computer program that performs a specific function. Each application is designed to assist the end user with a particular process.

## Functions of an Application

- Managing information
- Manipulating data
- Managing resources



## According to Microsoft (2009), the most common software application categories are:

- **1. Applications for mobile devices**: developed as thin client for connected scenarios or rich client for disconnected ones.
- **2. Rich client applications** that are deployed on a client PC to support disconnected scenarios, and occasionally highly interactive interfaces with rich user interfaces but without the communication capabilities of the RIAs.
- **3. Rich internet applications (RIA)** that are deployed from the Internet, with support of a rich user interface (camera, certain graphics card, virtual reality glasses, etc.)
- **4. Service applications**, designed to support communication between distributed and poorly coupled components.
- **5.** Web applications designed to run mainly from a web server, to support connected scenarios and different browsers on different operating systems and platforms.



# 1. Applications for mobile devices (or Mobile applications)

- Can be developed as thin client or rich client applications:
  - Thin client applications support connected scenarios only.
  - Rich client mobile applications can support disconnected or occasionally connected scenarios.
- Device resources may be a constraint when designing this type of application.







# Applications for mobile devices - Considerations

- Support for offline and occasionally-connected scenarios.
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- Support for handheld devices.
- Availability and ease of use for out of office users.

- Input and navigation limitations.
- Limited screen display area.





#### When to use it?

- Your users depend on handheld devices.
- Your application supports a simple UI that is suitable for use on small screens.
- Your application must be device independent and can depend on network connectivity. In this case, a Web application is usually the most appropriate.



Individual User Mobile Client Application **UI Components** Connectivity CROSS-CUTTING Configuration Security Communication / Application Façade Business Workflow Components Entities / Data Helpers/ Data Access Service Components Utilities Agents Local Data Unreliable and Cache Networks Data Synchronization Exposed by other Data Services Sources applications Mobile Support Infrastructure

Rich client -> device

Thin client -> server

For offline operation



## 2. Rich Client Application

- Are usually developed as stand-alone applications with a graphical user interface that displays data using a range of controls.
- Can be designed for disconnected and occasionally connected scenarios if they need to access remote data or functionality.



### Rich Client Application - Considerations

- Better responsiveness, rich UI functionality, and improved user experience.
- Support for offline and occasionally connected scenarios.



- Ability to leverage client resources.
- Highly dynamic and responsive interaction.

- Challenging to version over time.
- Platform specific.
- Deployment (complexity).

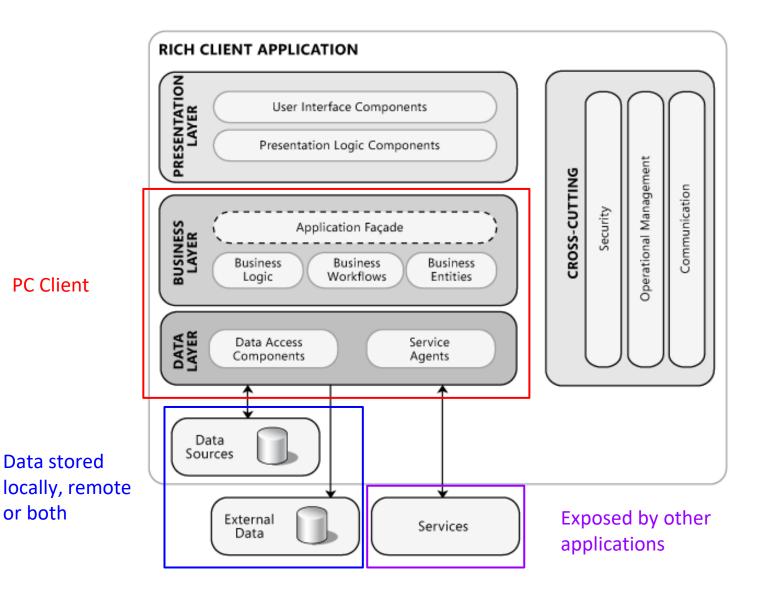




#### When to use it?

- Your application must support disconnected or occasionally connected scenarios.
- Your application will be deployed on client PCs.
- Your application must be highly interactive and responsive.
- Your application UI must provide rich functionality and user interaction but does not require the advanced graphics or media capabilities of an RIA.
- Your application must utilize the resources of the client PC.





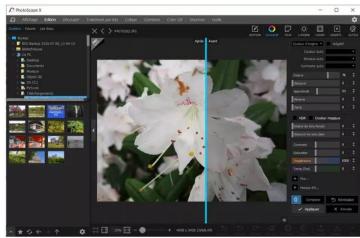


**PC Client** 

or both

## 3. Rich Internet Application (RIA)

- Can be developed to support multiple platforms and multiple browsers, displaying rich media or graphical content.
- Runs in a browser sandbox that restricts access to some features of the client.







### Rich Internet Application - Considerations

- Simple deployment with the same distribution capabilities as Web clients.
- Simple upgrade and version updating.
- Cross-platform and cross-browser support.
- Support for rich and streaming media and graphical display.



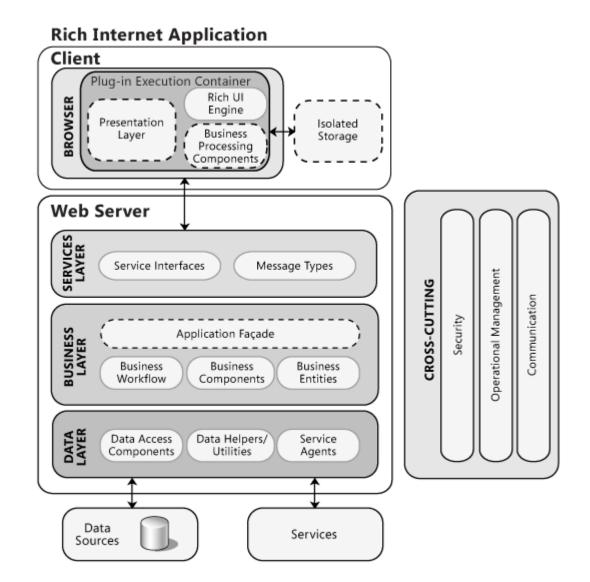
- Restrictions on leveraging client resources compared to a rich client application.
- (° °)
- Requires deployment of a suitable runtime framework on the client.



#### When to use it?

- Your application must support rich media and provide a highly graphical display.
- Your application must provide a rich, interactive, and responsive UI compared to Web applications.
- Your application will leverage client-side processing in a restricted manner.
- Your application will utilize client-side resources in a restricted manner.
- You want the simplicity of a Web-based deployment model.

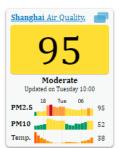






## 4. Service Application

- Services expose shared business functionality and allow clients to access them from a local or a remote system.
- Service operations are called using messages, based on XML schemas, passed over a transport channel.
- The goal of this type of application is to achieve loose coupling between the client and the server.



API - Air Quality Programmatic APIs





### Service Application - Considerations

- Loosely coupled interactions between client and server.
- Can be consumed by different and unrelated applications.
- Support for interoperability.

- Dependent on network connectivity.
- No UI support.



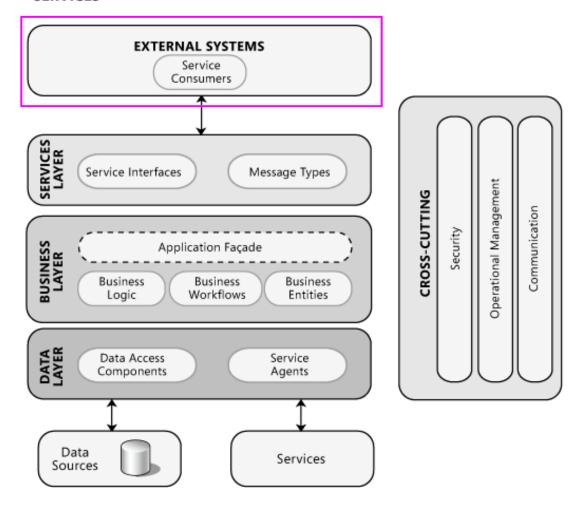


#### When to use it?

- Your application will expose functionality that does not require a UI.
- Your application must be loosely coupled with its clients.
- Your application must be shared with or consumed by other external applications.
- Your application must expose functionality that will be consumed by applications over the Internet, an intranet, or on the local machine.



#### SERVICES





## 5. Web Application

- Typically supports connected scenarios and can support different browsers running on a range of operating systems and platforms.







## Web Application - Considerations

- Broad reach and a standards-based UI across multiple platforms.



- Ease of deployment and change management.

- Dependent on continual network connectivity.
- Difficult to provide a rich user interface.





#### When to use it?

- Your application does not require the rich UI and media support offered by a rich Internet application.
- You want the simplicity of a Web-based deployment model.
- Your user interface must be platform independent.
- Your application must be available over the Internet.
- You want to minimize client-side dependencies and resource consumption, such as disk or processor usage.



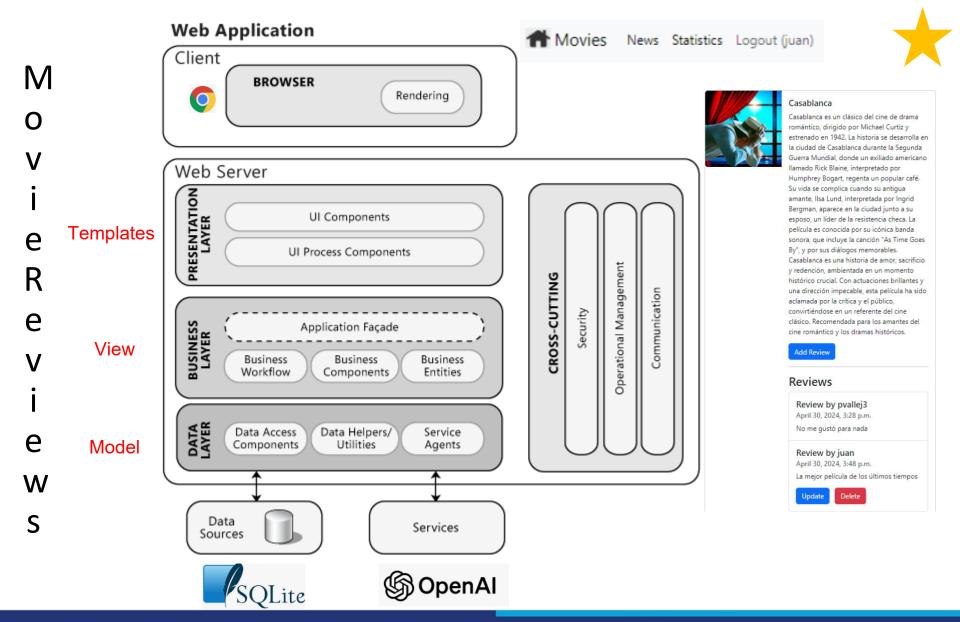
#### Web Application Client **BROWSER** Rendering Web Server PRESENTATION LAYER **UI** Components **UI Process Components** Operational Management **CROSS-CUTTING** Communication Security Application Façade Business Business Business Workflow Components Entities Data Access Data Helpers/ Service Utilities Agents Components Data Services Sources



### Consider using Web applications if:

- Your application does not require the rich UI and media support offered by a rich Internet application.
- You want the simplicity of a Web-based deployment model.
- Your user interface must be platform independent.
- Your application must be available over the Internet.
- You want to minimize client-side dependencies and resource consumption, such as disk or processor usage.







#### References

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## Thank you!!!!

