Contents

Foreword by Roy T. Fielding  page xi
Acknowledgments  xv

SECTION 1
INTRODUCTIONS TO THE MAIN TOPICS

Chapter 1
Introduction to Mobile Computing  3

  1.1 Introduction  3
  1.2 Added Dimensions of Mobile Computing  8
  1.3 Condition of the Mobile User  22
  1.4 Architecture of Mobile Software Applications  25
  1.5 Our Road Map  26

Chapter 2
Introduction to Mobile Development Frameworks and Tools  29

  2.1 Introduction  29
  2.2 Fully Centralized Frameworks and Tools  31
  2.3 N-Tier Client–Server Frameworks and Tools  32
  2.4 Java  37
  2.5 BREW  55
  2.6 Windows CE  64
  2.7 WAP  72
  2.8 Symbian EPOC  80
  2.9 Publishing Frameworks  81
  2.10 Other Tools  99
  2.11 So What Now?: What Do We Do with These Tools?  102
Chapter 3
XML: The Document and Metadata Format for Mobile Computing

3.1 Introduction 104
3.2 XML Web Services 111
3.3 Key XML Technologies for Mobile Computing 118
3.4 XML and UML 144
3.5 Putting XML to Work 153

Chapter 4
Introduction to UML 155

by David Brady

4.1 Introduction 155
4.2 The User View 163
4.3 The Structural View 171
4.4 The Behavioral View 184
4.5 Implementation View: Component Diagrams 222
4.6 Summary 228

SECTION 2
DEVICE-INDEPENDENT AND MULTICHANNEL USER INTERFACE DEVELOPMENT USING UML

Chapter 5
Generic User Interface Development 231

5.1 Introduction 231
5.2 User Interface Development 232
5.3 Building Generic User Interfaces 241
5.4 Using UML for Modeling Generic User Interface Components 283
5.5 XForms 286
5.6 Putting It All to Work 314

Chapter 6
Developing Mobile GUIs 316

6.1 Introduction 316
6.2 A Deeper Look at WAP, J2ME, BREW, and Microsoft Platforms for Mobile GUIs 340
6.3 Summary 397
## Contents

### Chapter 7

**VUIs and Mobile Applications** 399

- 7.1 Introduction 399
- 7.2 Qualities of Speech 401
- 7.3 Voice Transcription 405
- 7.4 Voice Recognition 407
- 7.5 Text-to-Speech Technologies: Converting Written Language to Spoken Language 484
- 7.6 Summary 496

### Chapter 8

**Multichannel and Multimodal User Interfaces** 497

- 8.1 Introduction 497
- 8.2 Modeling Multichannel and Multimodal Applications with UML 506
- 8.3 Multimodal Content 513
- 8.4 Software and System Architectures for Delivering Multimodality 544
- 8.5 Internationalization and Localization 552
- 8.6 The Evolving Definition of Multimodality 553

### SECTION 3

**ADDITIONAL DIMENSIONS OF MOBILE APPLICATION DEVELOPMENT**

### Chapter 9

**Mobile Agents and Peer-to-Peer Architectures for Mobile Applications** 557

- 9.1 Introduction 557
- 9.2 Mobile Agents for Mobile Computing 564
- 9.3 UML Extensions for Mobile Agents 574
- 9.4 Applications of Mobile Agents to Mobile Applications and Implementation Tools 587
- 9.5 Solving Mobile Application Development Problems with Mobile Agents 603
- 9.6 Techniques for Agent-Based Software 609
- 9.7 Peer-to-Peer Applications for Mobile Computing 611
- 9.8 What Lies Ahead 614
Chapter 10
Wireless Connectivity and Mobile Applications

10.1 Introduction 615
10.2 Quality of Service 620
10.3 Survey of Wireless Networking Technologies 624
10.4 Mobile IP 646
10.5 SMS 649
10.6 What Now? 651

Chapter 11
Synchronization and Replication of Mobile Data

11.1 Introduction 652
11.2 Taxonomy of Replication and Synchronization 654
11.3 Data Replication and Synchronization for Mobile Applications 657
11.4 SyncML 662
11.5 WebDAV 672
11.6 Mobile Agents, Replication, and Synchronization 673
11.7 Using UML to Represent Data Replication and Synchronization Schemes 674

Chapter 12
Mobility and Location-Based Services

12.1 Introduction 676
12.2 Data Acquistion of Location Information 677
12.3 GIS 684
12.4 Location Information Modeling 687
12.5 Location-Based Services Applied 698
12.6 Utilizing Location-Based Services with Mobile Applications 702
12.7 Representing Location with UML 711
12.8 Security and Privacy of Location Information 719
12.9 Localization and Internationalization 720
12.10 Latest Developments in Location-Based Efforts 721

Chapter 13
Active Transactions

13.1 Introduction 723
13.2 Active Computing and Wireless Infrastructure 725
13.3 Practical Considerations of Building Active Systems 733
# Contents

## Chapter 14

**Mobile Security**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>14.1 Introduction</td>
<td>735</td>
</tr>
<tr>
<td>14.2 Security in Wireless Networks</td>
<td>742</td>
</tr>
<tr>
<td>14.3 Security and Ad Hoc Networking Technologies</td>
<td>747</td>
</tr>
<tr>
<td>14.4 Location Information, Security, and Privacy</td>
<td>748</td>
</tr>
<tr>
<td>14.5 Security: The Unsolved Problem for Mobile Agents</td>
<td>748</td>
</tr>
<tr>
<td>14.6 Distinguishing Privacy and Security</td>
<td>749</td>
</tr>
<tr>
<td>14.7 Modeling Security with UML</td>
<td>751</td>
</tr>
</tbody>
</table>

## SECTION 4

**PUTTING THE PROJECT TOGETHER**

## Chapter 15

**The Mobile Development Process**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>15.1 Introduction</td>
<td>755</td>
</tr>
<tr>
<td>15.2 Back to the Dimensions of Mobility</td>
<td>755</td>
</tr>
<tr>
<td>15.3 Applying the Wisdom Methodology to Mobile Development</td>
<td>756</td>
</tr>
<tr>
<td>15.4 UML-Based Development Cycle for Mobile Applications</td>
<td>757</td>
</tr>
<tr>
<td>15.5 Summary</td>
<td>772</td>
</tr>
</tbody>
</table>

## Chapter 16

**Architecture, Design, and Technology Selection for Mobile Applications**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>16.1 Introduction</td>
<td>773</td>
</tr>
<tr>
<td>16.2 Practical Concerns with Architectures</td>
<td>783</td>
</tr>
<tr>
<td>16.3 Architectural Patterns for Mobile Applications</td>
<td>786</td>
</tr>
<tr>
<td>16.4 Summary</td>
<td>787</td>
</tr>
</tbody>
</table>

## Chapter 17

**Mobile Application Development Hurdles**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>17.1 Introduction</td>
<td>788</td>
</tr>
<tr>
<td>17.2 Voice User Interface Hurdles</td>
<td>788</td>
</tr>
<tr>
<td>17.3 Hurdles with Multimodal Applications</td>
<td>789</td>
</tr>
<tr>
<td>17.4 Problems with Building Location-Based Applications</td>
<td>790</td>
</tr>
<tr>
<td>17.5 Power Use</td>
<td>790</td>
</tr>
<tr>
<td>17.6 Summary</td>
<td>790</td>
</tr>
</tbody>
</table>
Chapter 18
Testing Mobile Applications 792

18.1 Introduction 792
18.2 Validating the Mobile Use Cases before Development 801
18.3 The Effect of the Dimensions of Mobility on Software Testing 801
18.4 Stress Testing and Scalability Issues 804
18.5 Testing Location-Based Functionality 805

Chapter 19
A Case Study 806

19.1 Introduction 806
19.2 Requirements Driving the Architecture 806
19.3 The Detailed Design 812
19.4 The Implementation 815
19.5 Summary 818

References 819

Index 835