Topologies for Implementing End –end Solutions

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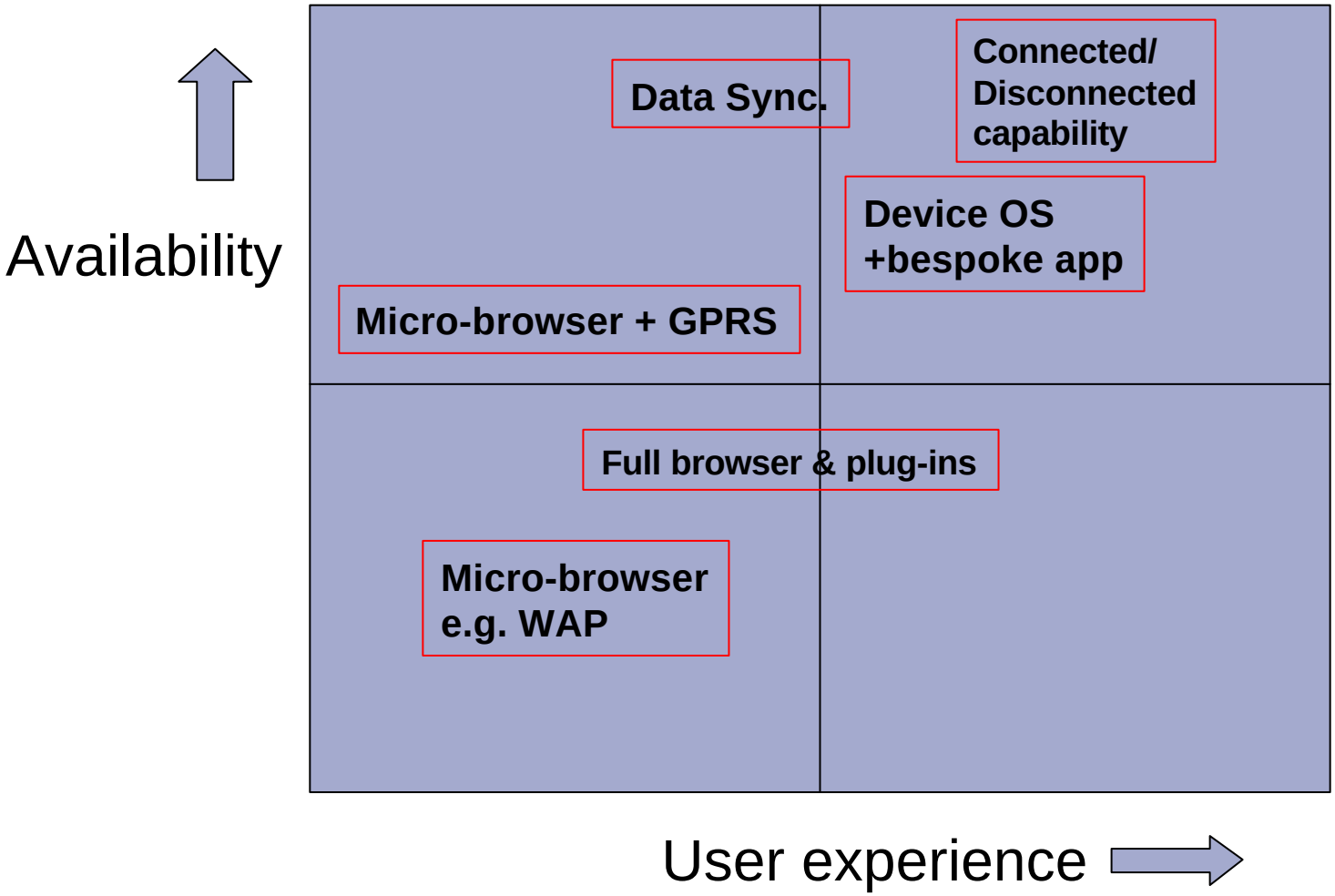
Trends in devices and networks

- WAP phones
  - Bad experience to date
  - Slow connection, limited browser capability
  - Limited data push capability, (SMS, WAP push)
- GPRS>UMTS
  - Overcomes some access & speed problems
  - ‘always’ on
  - Still limited to browser model, but multi-media
- PDA/Communicator
  - Intelligent device
  - Superior user experience
  - Disconnnected/connected capability
  - Business applications

How to extend e business applications



Connectivity models

- **Connected**
  - User is connected and uses an on-line application
    - e.g. desktop PC on LAN
    - Data push and pull.
  - Connected on-demand.
    - Dial-up (wireline)
    - Wireless connection
- **Intermittently Connected**
  - User works both off-line and on-line
  - Probably needs a device OS and application
  - User occasionally “connects” to the hosts system to exchange data
  - May incorporate push (alerts)

Application models

- **Browser-based**
  - Uses the web paradigm (HTTP, HTML subsets)
  - Server-based distribution of application
  - Low distribution costs
  - More dependent on bandwidth
  - Typically connected applications
  - less functionality available in browser than in C/S systems
- **Client/Server**
  - Traditional model distributes logic between client and server
  - Applications written for the specific devices
  - Enables a more robust user interface with client processing and validation of data before transmission
  - Typically intermittently-connected applications

Designing the solution

Not just the device – how will it connect

- **What interaction does the application need?**
  - **Simple data sync.**
  - **Alerting, data push**
  - **Always available**
  - **Locally stored data**
- **User interface**
  - **Browser like**
  - **Database tables**
  - **Advanced graphic UI**
- **Screen, keyboard, Voice**