

Client Architecture

Project Sensation

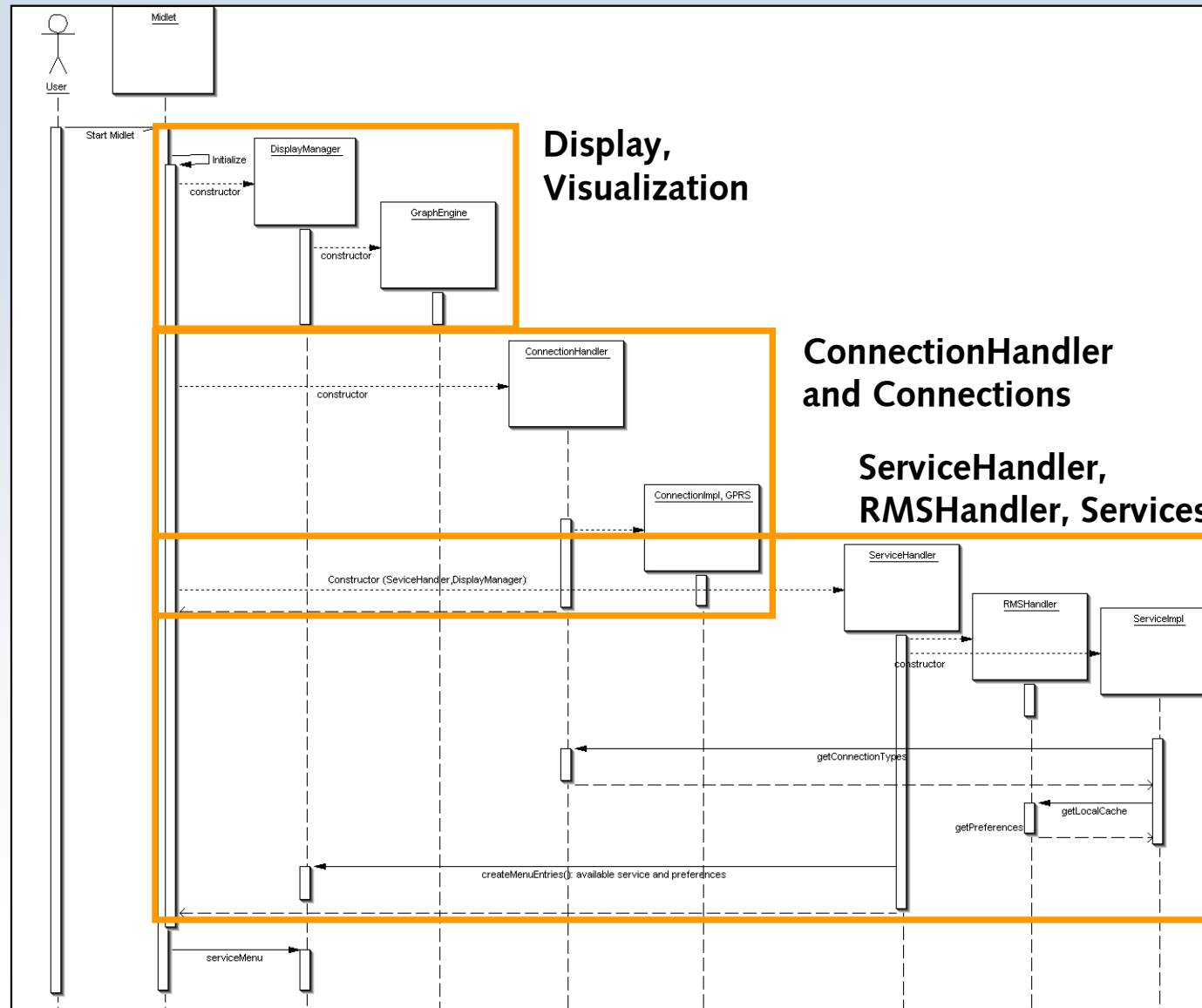
November 2004
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CML Cooperative Media Lab
CSCW, Prof. Tom Gross, Tareg Eglar
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Clients

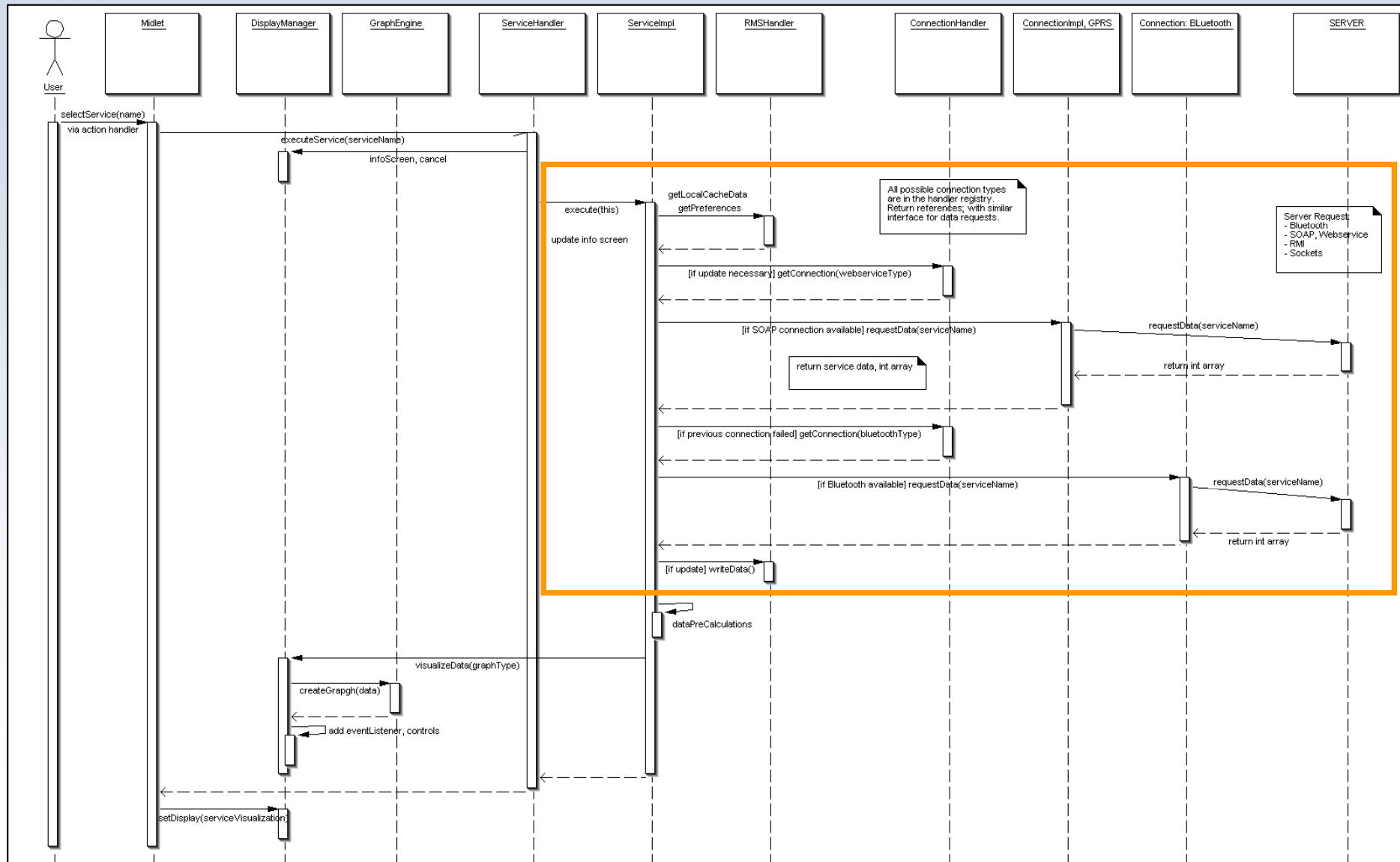
Client Implementation:

- Characteristic features:
 - *Desktop client, J2SE environment*: persistent online connections, often high speed internet connections, high resolution displays
 - *Mobile client: J2ME environment*: short time online connections, expensive connections, small bandwidth, low resolution displays
- Client applications:
 - Request service: get service list, request required data, visualize
→ especially mobile client; but desktop client as well
 - Notify service: get notify service list, register, event listener
→ desktop client

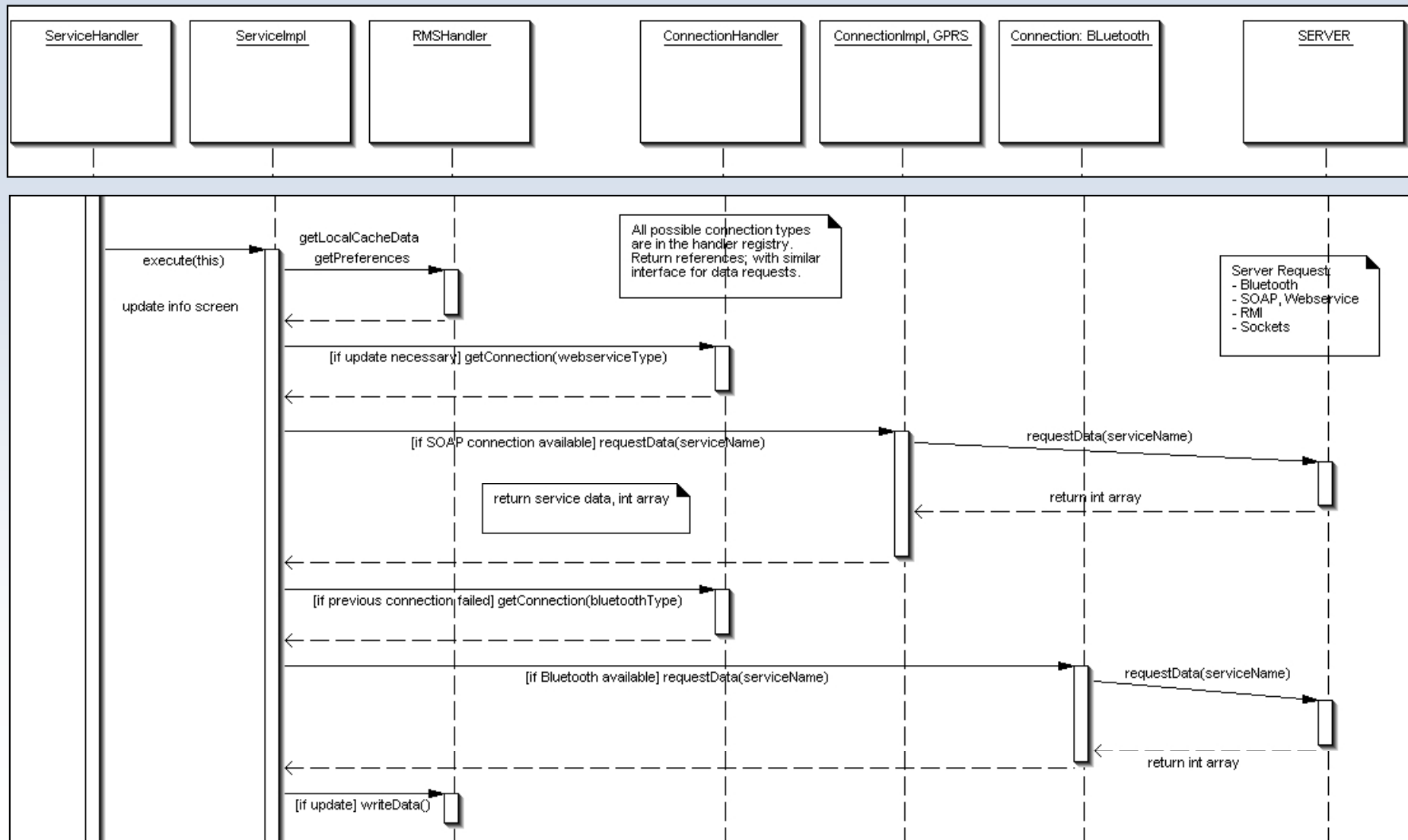
Mobile Client: Initialize



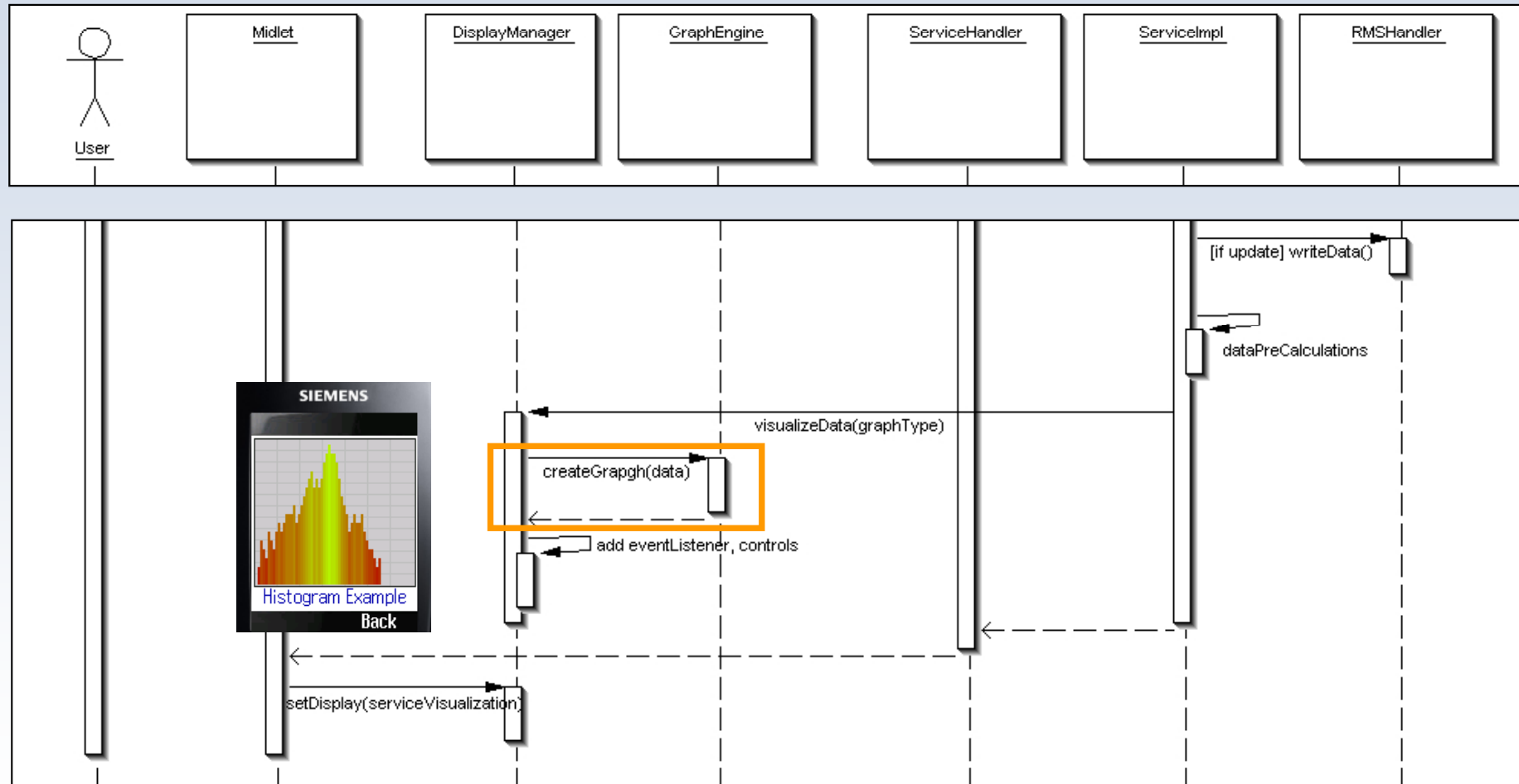
Mobile Client: Service Request



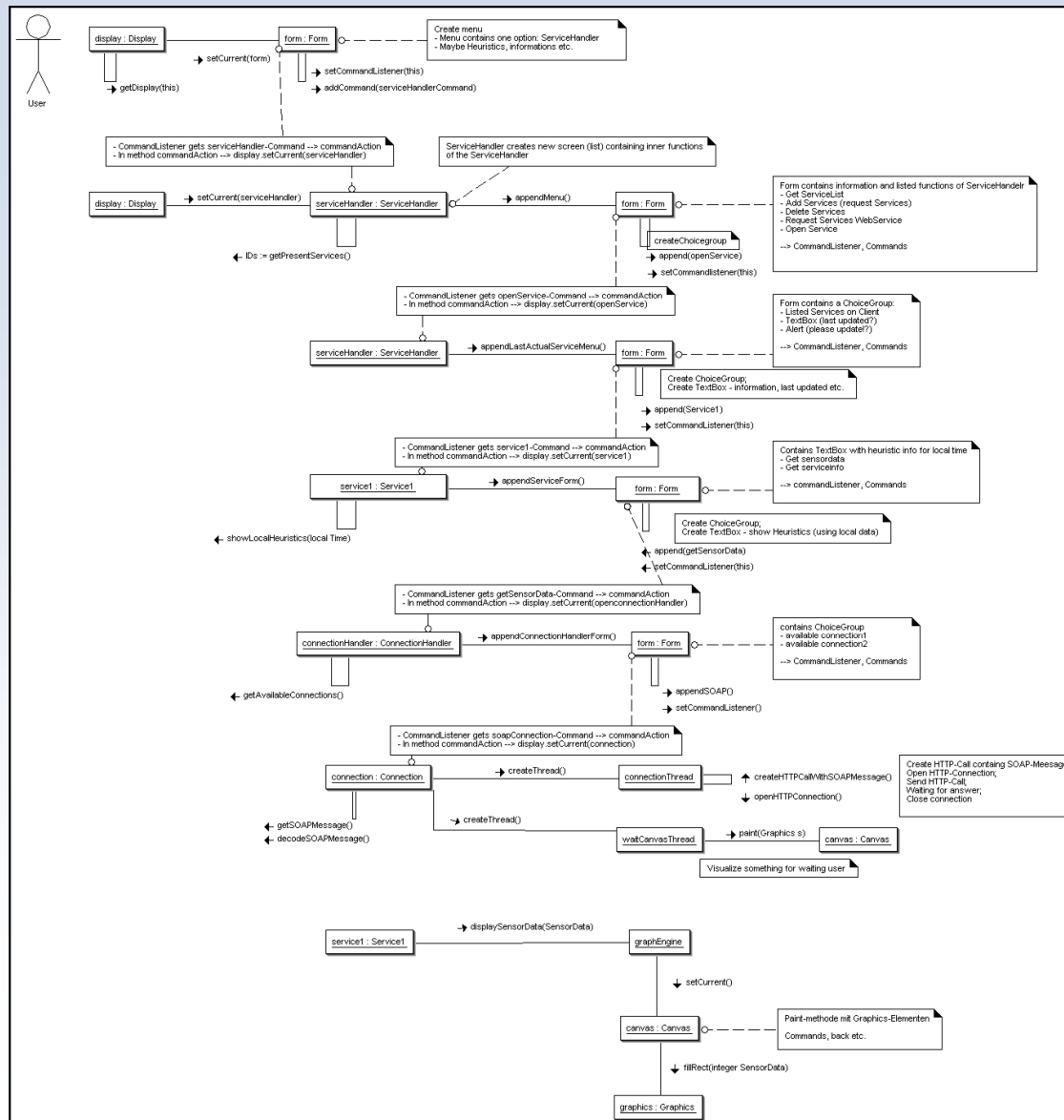
Mobile Client: Connections



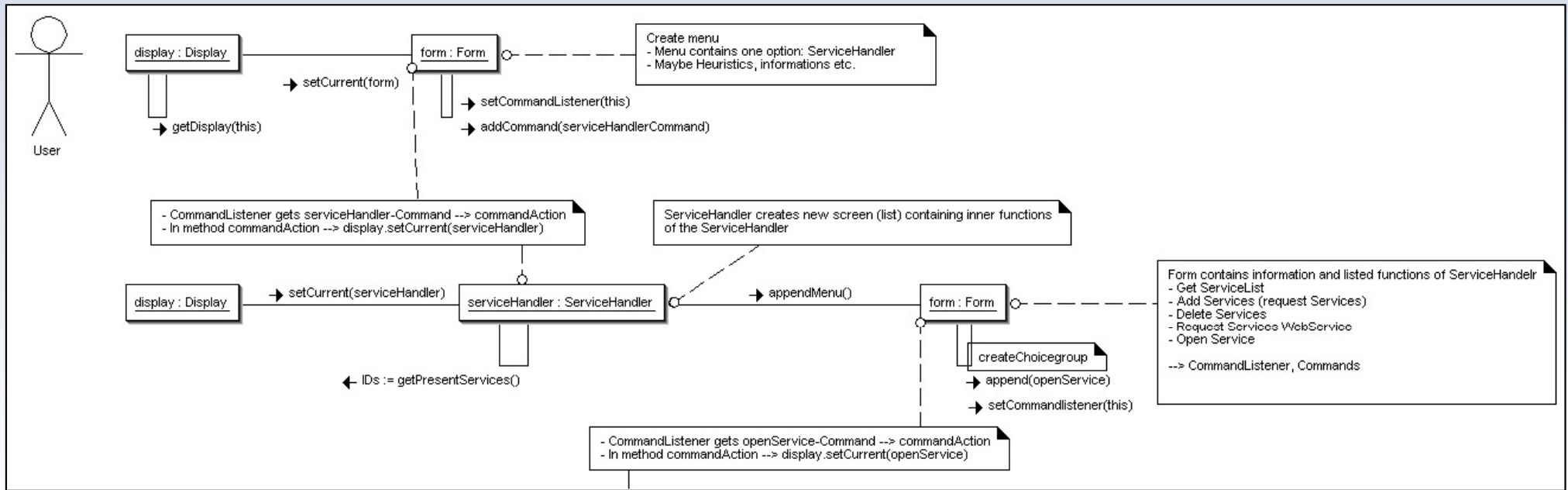
Mobile Client: Visualization



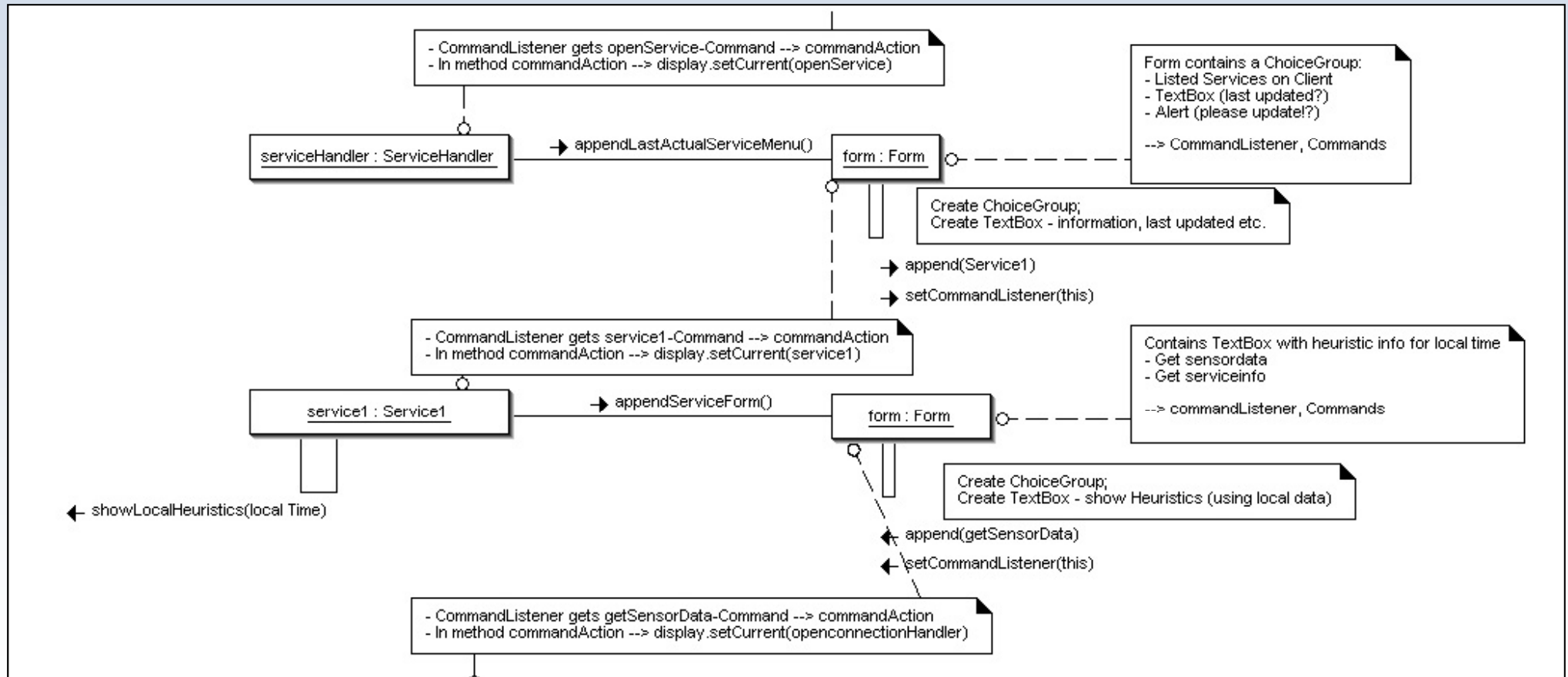
Mobile Client



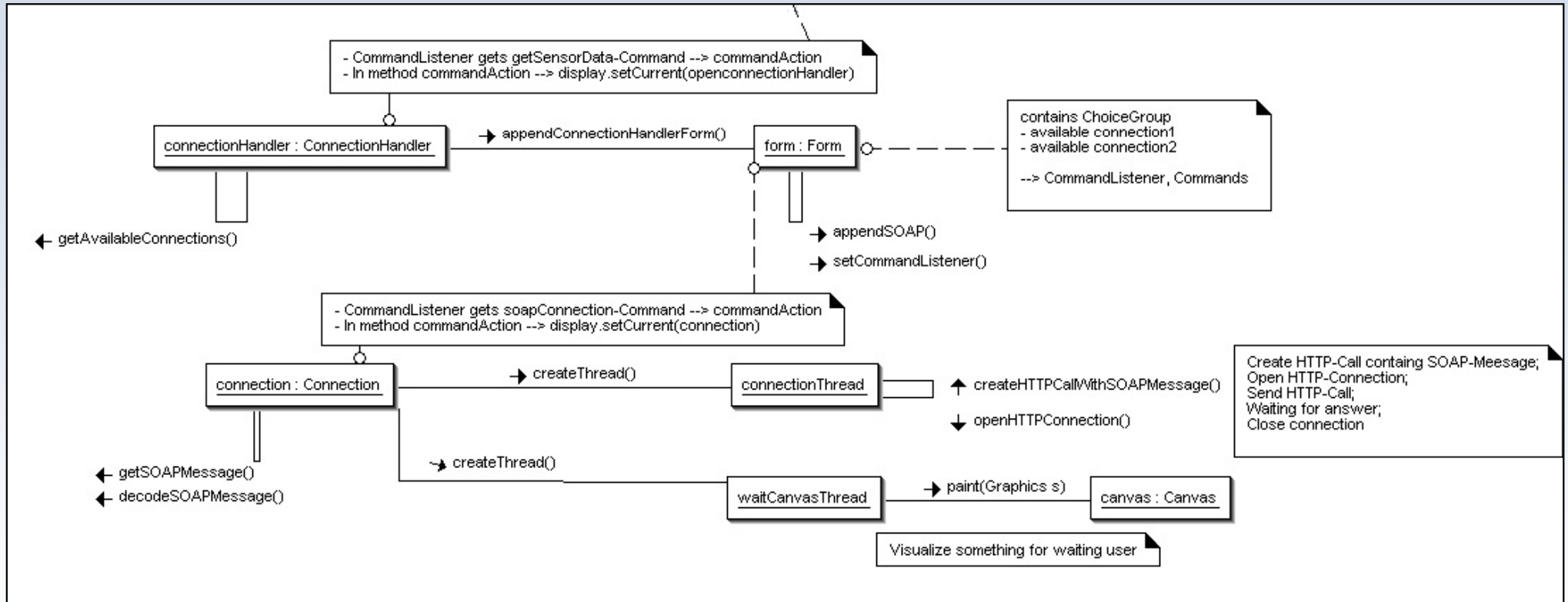
Mobile Client



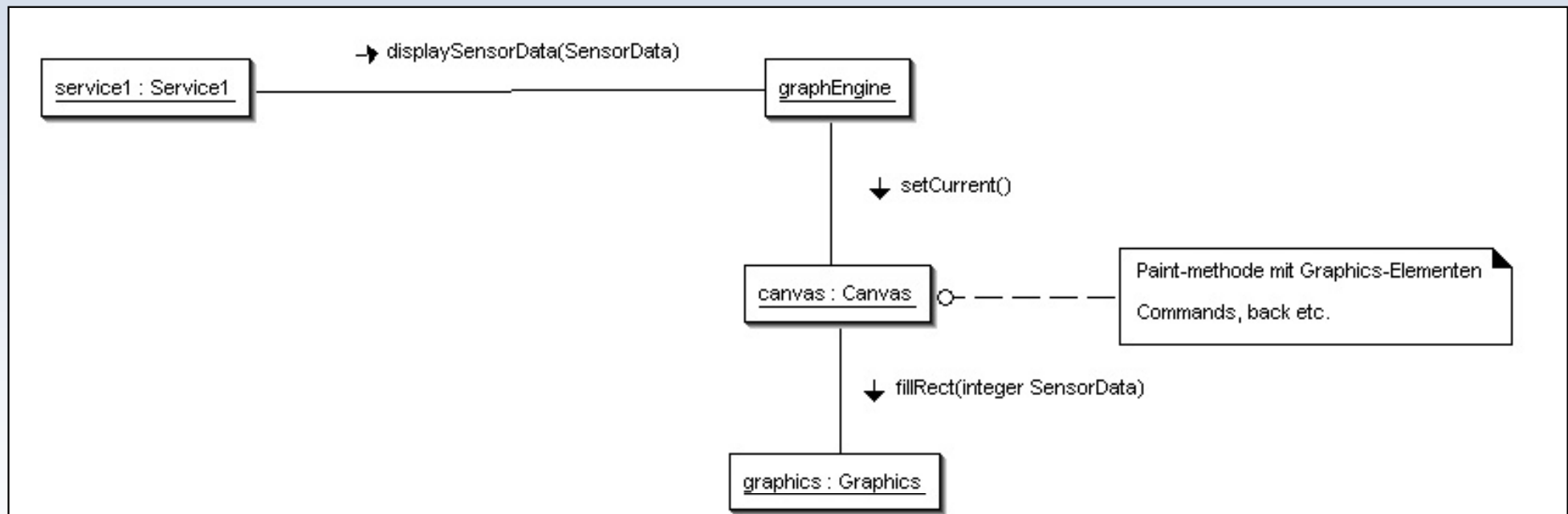
Mobile Client



Mobile Client



Mobile Client



Desktop Client

Desktop Client

Desktop Client

Request service implementation

- ServiceHandler, ConnectionHandler
- Different display manager: high resolution displays, open source graph library
- Instead of RMS: local data read/write class or local database

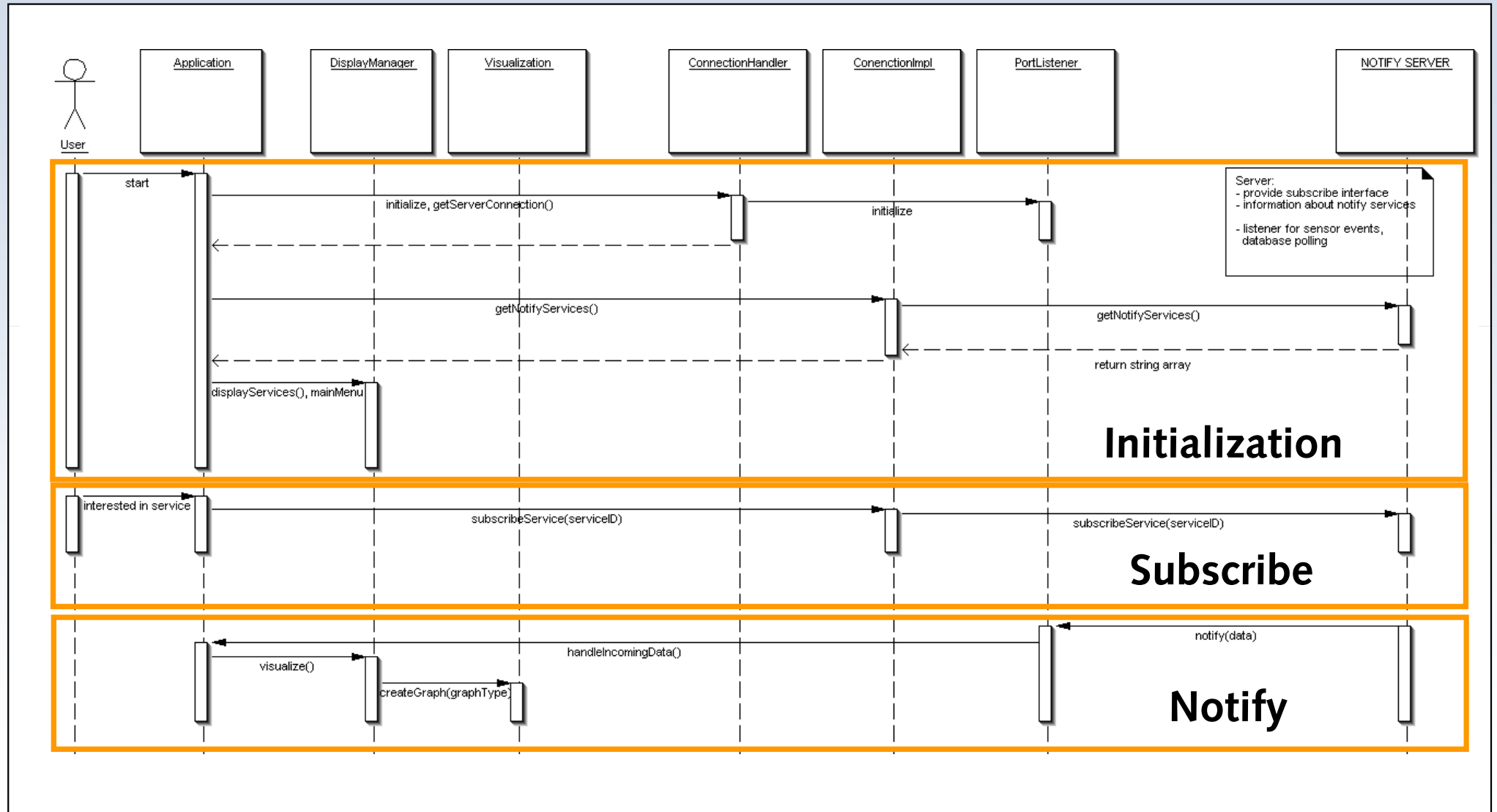
Notify service implementation:

- Subscribe/unsubscribe
- Port listener, publish results, wake up

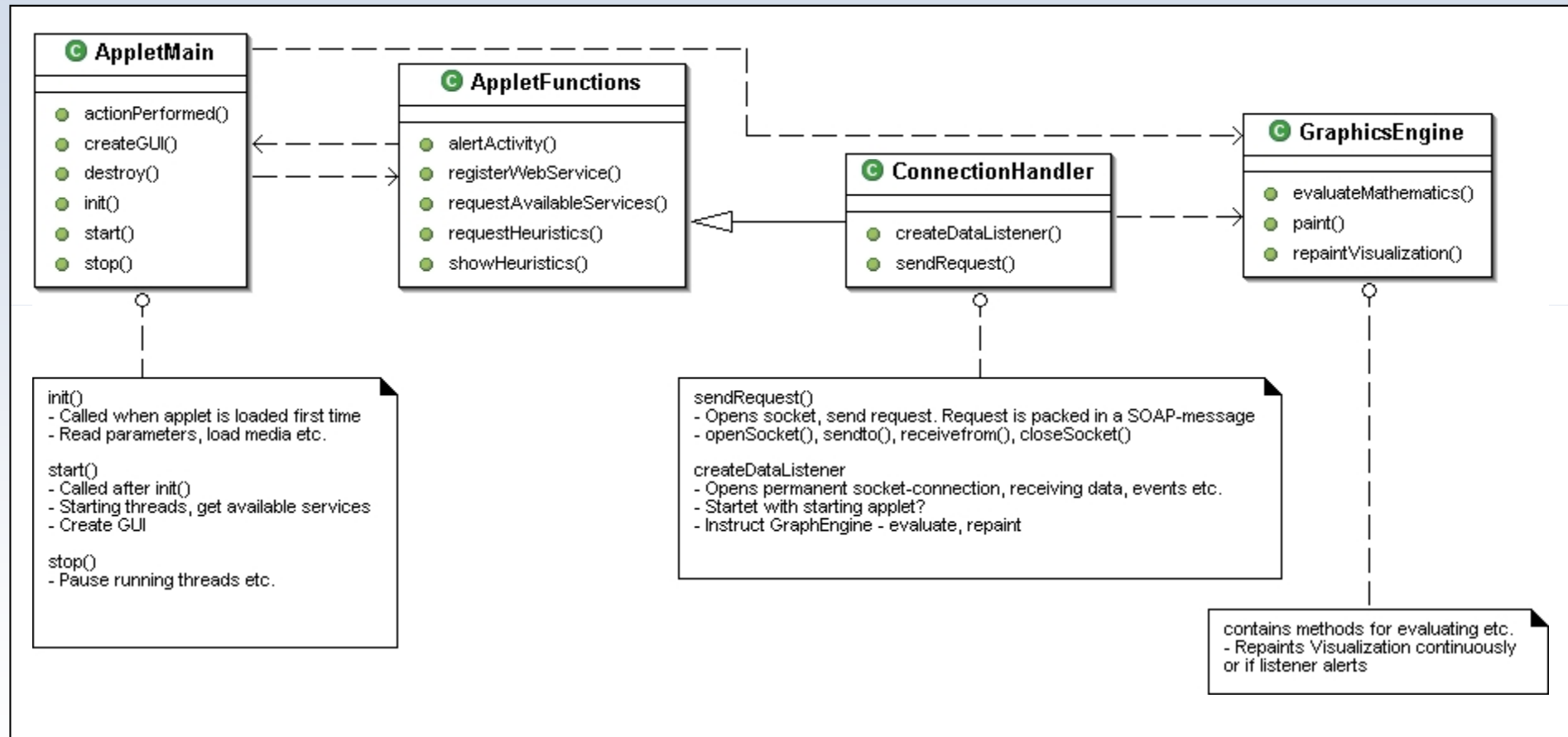
Changes for applet:

- No local data storage → personal access to database, login

Desktop Client



Desktop Client, Applet



Thank You
For Your Attention!