

# Application Development for Mobile and Ubiquitous Computing

## Task 2 – Chat and Content Sharing Second Presentation

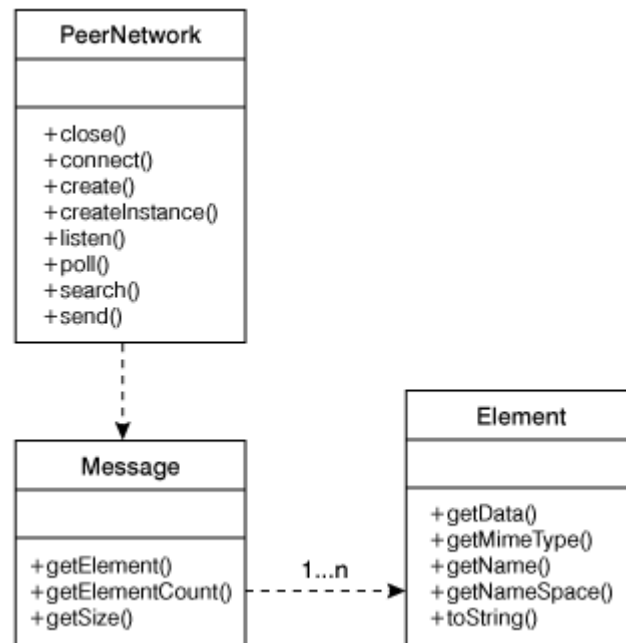
GroupNo: 17.

Team:

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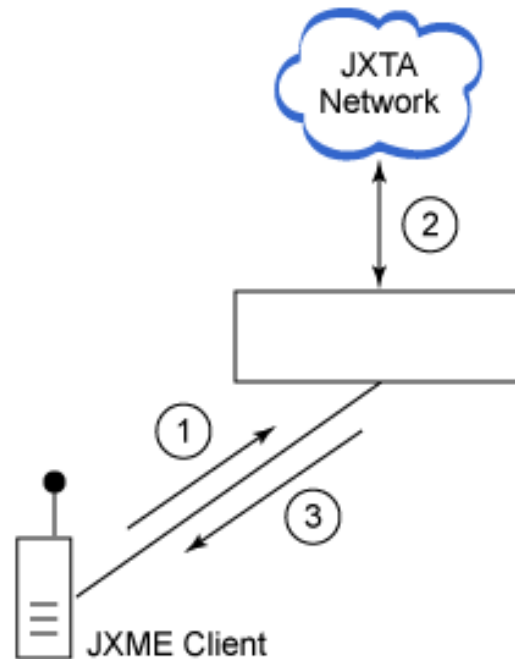
- Using JXME instead of JXTA:
  - JXTA works with XML;
  - XML parsers are very heavy for a mobile memory and CPU;
  - Necessity to cache advertisements, pipes and peers;
  
- Advantages of JXME:
  - Less classes, more simple;
  - Uses a relay to handle XML and announcements;

- JXME has only 3 classes, instead of the several used by JXMA;



- Java ME:
  - We use Java ME to program the client application;
  - The syntax is similar to Java SE;
  - The API is more limited;
  - Those limitations cause problems that must be overcome;
  
- JXME:
  - Our application is based in JXME architecture;
  - Mobile devices are dependent of other peers acting as relays and proxys;

- Interaction between client and relay:
  - A JXME client sends a request to a relay;
  - The relay performs all the required steps (create pipe, make announcements, etc.);
  - The relay returns the response to the JXME client;



- We can exchange messages containing information but...
- Our application is only ready to process text (Unicode) messages.

We need to:

- > Process pictures and sound.
- > Continue developing the JXTA group mechanism (our peers make part of the NetPeerGroup).
- > Try to keep a buddylist, which is difficult because of the P2P architecture.

