

Device fragmentation and Java

Or “what I did instead of my summer holidays”



Future
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Mobile Monday, 5th December 2005

So what's the problem?



Device fragmentation and Java

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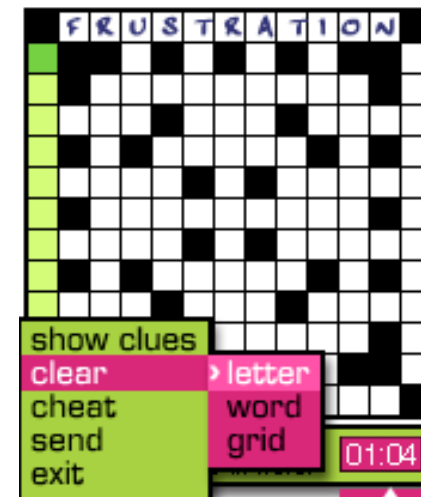
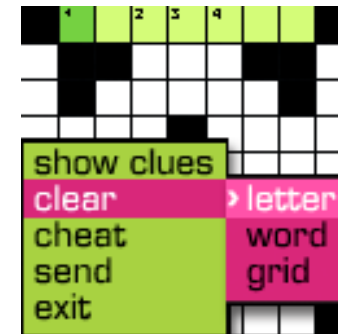


What's does this mean?

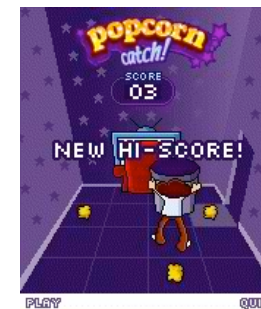
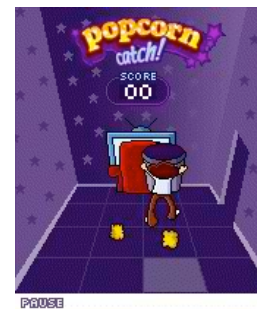
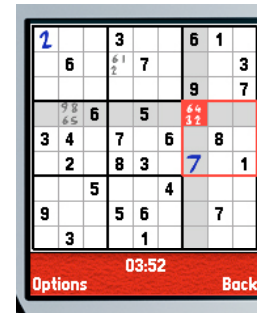
Lack of consistency
Large installed base
Lack of knowledge

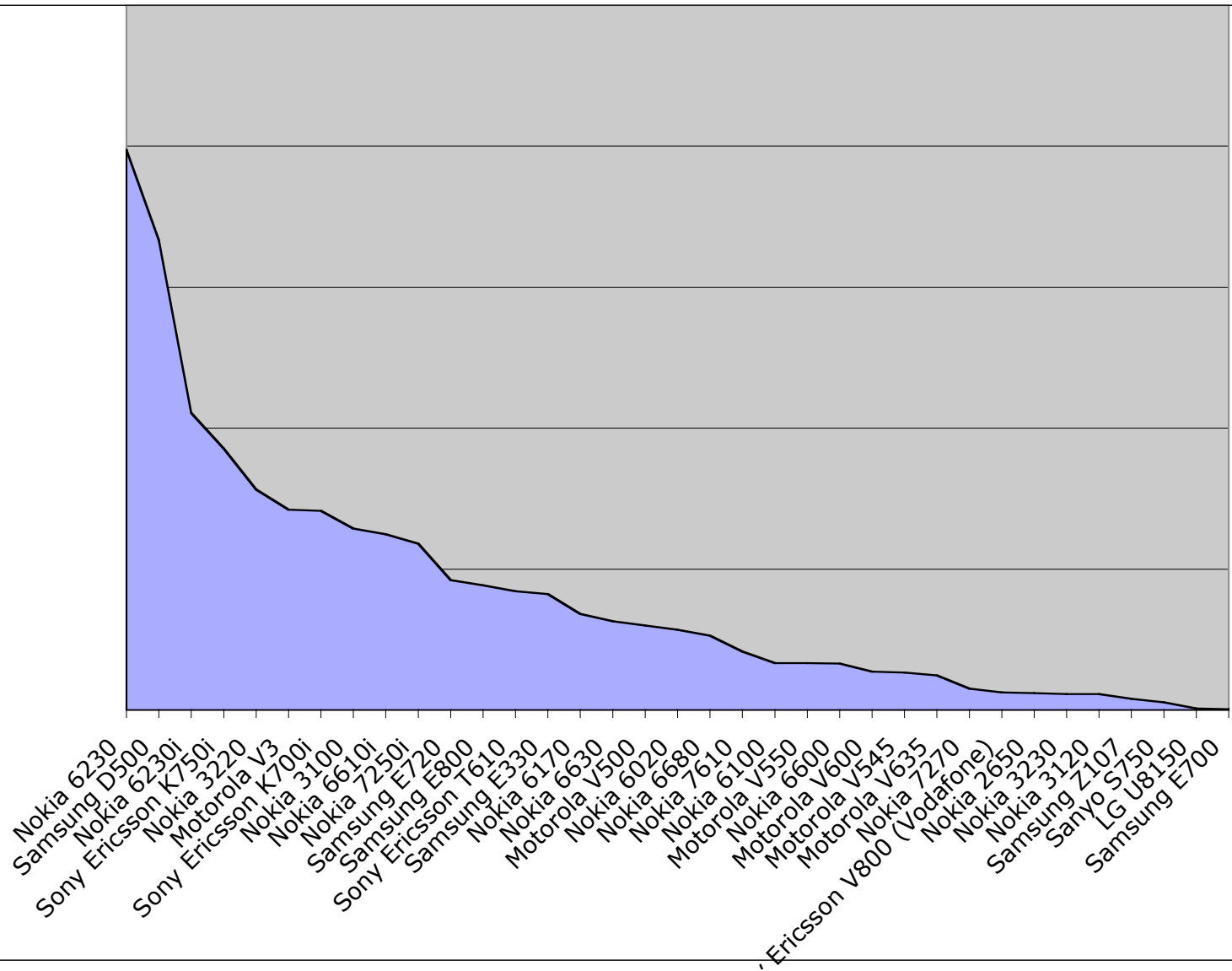
UI differences
Code differences

“Where there's muck, there's brass”



99% interfaces and games





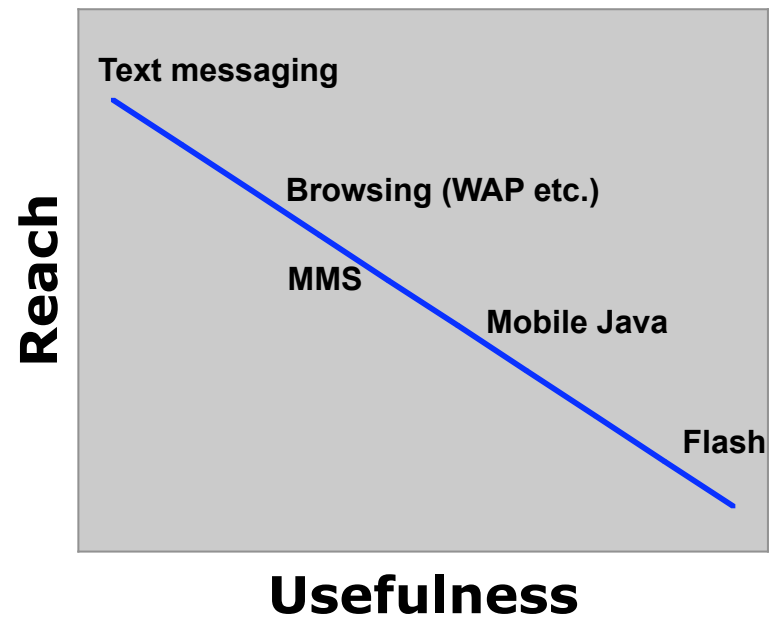
Sometimes there's little alternative!

Browser metaphor doesn't suit all applications

Offline/disconnected usage

Tightly defined interfaces

Reach vs usefulness



What do we do?

Sensible development practices

(Re)use a porting framework

Target carefully

Test diligently

Slavery & exploitation



Thank you.

Would you like to know more?
email Tom.Hume@futureplatforms.com



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