

Welcome

Seminar Series of the Department of Computer Science Electrical Engineering Presents

Mobile Device Programming

November 16, 2007. Time 2:00-3:00PM. FH 557.



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Abstract

Worldwide there are more than 3 billion mobile phones. A small but growing number of these phones are high-end smart phones with capabilities that rival those found on desktop PC's. Over the next 3-8 years as the price/performance of portable hardware continues to improve, the majority of mobile phones in use are expected to be smart phones with PC-like capabilities. While mobile phone technology is becoming very PC-like, the end-user experience is anything but. In particular, most carriers restrict third-party applications from running on their network. PC users think nothing of downloading and running an application on their PC. Most mobile phone users aren't even aware this is technically possible.

All of this could change in 2008. Apple, after initially blocking native third party applications from being ran on their iPhone, has announced plans to offer tools that will encourage developers to write native applications for the iPhone and iPod Touch. Google-after years of speculation-finally announced their mobile phone strategy. Google is backing a broad industry alliance that plans to provide all the software needed to run a mobile device free of charge under an open source license.

There are major challenges ahead, but 2008 could be the year of the mobile phone and the start of the next great technology platform for software development.

In this talk I plan to introduce mobile programming-what the environment is like today and what it is likely to be like in the very near future. The talk will also include a demonstration of writing, installing and running a simple cell phone application. Bring your Sprint phone (or Java-enabled mobile device) and become part of the presentation by downloading and running the programs discussed.

Bio: Eddie Burris is an Assistant Teaching Professor in the School of Computing and Engineering at the University of Missouri—Kansas City. He received his MS Degree in Computer Science from Michigan State University. Prior to joining the faculty at UMKC he was employed at IBM, the Los Alamos National Laboratory and State Farm Insurance. His research interest is Software Engineering.