



Multi-Platform Application Development Strategies for Disconnected Mobile Applications

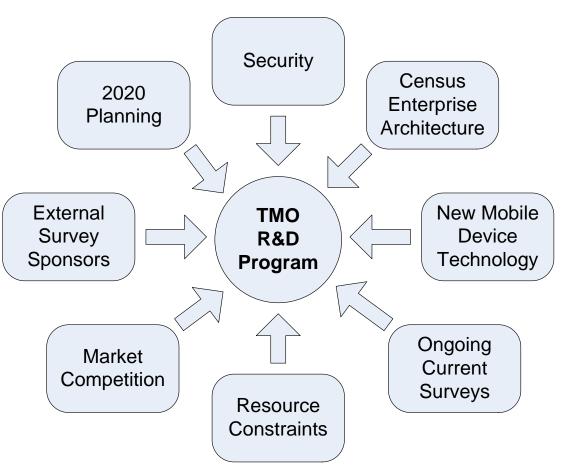
Gunnison Consulting Group, Inc March 29, 2012

Gunnison at Census

Providing full lifecycle software engineering at Census since 1994.

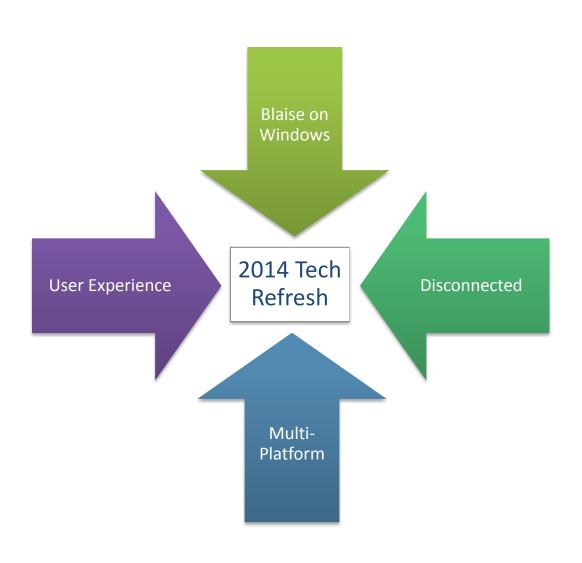
DSCMO **DSSD ACSO** TMO **EPCD CARRA** Agilex ADI MapText

TMO in Context



Forces Influencing TMO R&D Activities

The Near Term Goal



Technical Approach Options

Native Objective C (iOS) Java (Android) .NET (Windows) C/C++

3rd Party Platforms

MEAP

HTML5 Javascript **CSS HTML**

Virtualization Citrix GoToMyPC Remote Desktop



Magic Quadrant

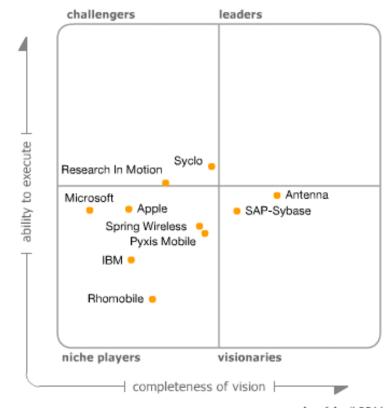
Figure 1. Magic Quadrant for Mobile Enterprise Application Platforms











As of April 2011

Source: Gartner (April 2011)

Why this is hard...

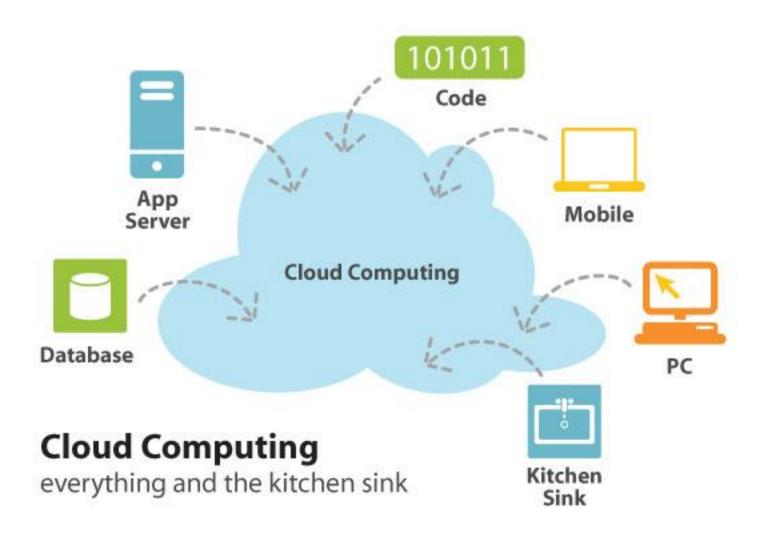
- The technical challenges:
 - Battery Life
 - Memory Management (esp. on iOS)
 - NET on ARM (Windows 8)
 - Thread Management (esp. in Android)
 - Consumer focus
 - Strong differences in platform-specific languages
 - Laptop vs. Tablet
- Gartner recommendations:
 - "Over analysis is a risk in an immature market."
 - Rule of Three: "If an organization is targeting three or more device platforms, if they
 have three or more applications, or if they have three or more back-end systems, then
 the multichannel or cross-platform tools typically yield better project results during the
 course of three to five years than native tools."
 - "Enterprises need to consider whether they can mitigate platform uncertainty by adopting a single platform strategy for 2011 to 2012."

(Choosing Cross-Platform Tools for Native Mobile Applications, G00211990) (Magic Quadrant for Mobile Enterprise Application Platforms, G00211688) (Critical Capabilities for Mobile Enterprise Application Platforms, G00212257)

The Promise of HTML5



HTML5 and the Cloud



What about connectivity?

- Web Storage
- Application Cache
- Web SQL
- Indexed DB



Native Code: How much design can be shared across platforms?

View

View Controllers

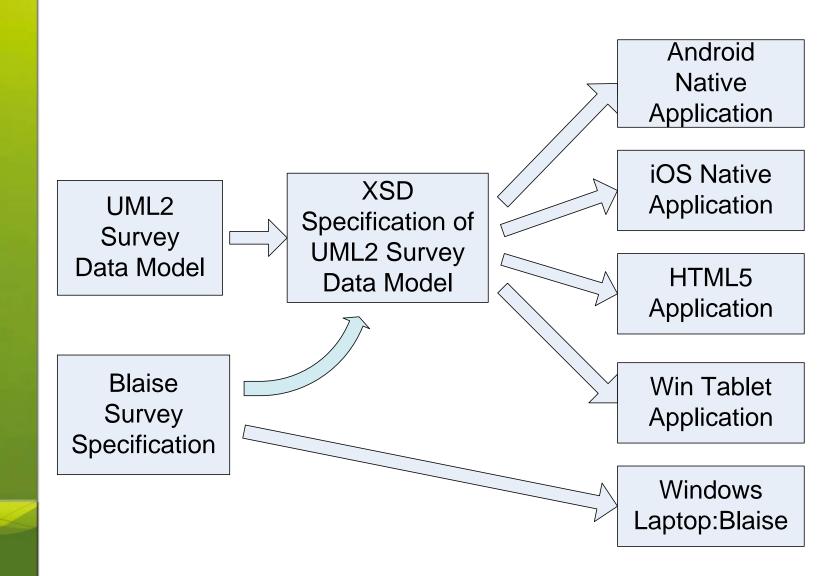
Model

C/C++ Libraries

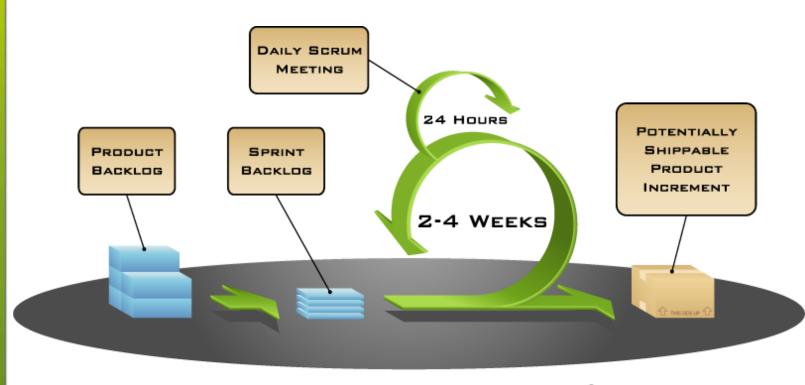
Open GL Graphics Layer

Database Design

UML + XML/XSD + O-O



The Role of Agile SCRUM



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"Build 5 Ways" Rapid Prototyping

