

Java Community Process and Embedded Java User Interface

OOPSLA 2003
Workshop on Pervasive
Computing

Patrick Mueller



Some Pervasive Devices



Burton Amp Jacket



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LG Refrigerator



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BMW iDrive



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Sony UX50 PDA



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User Interface JSRs

- JSR 37/118 - MIDP 1.0/2.0
- JSR 62/116 - Personal Profile 1.0/1.1
- JSR 113 - Java Speech API 2.0
- JSR 129/217 - Personal Basis Profile 1.0/1.1
- JSR 209 - Advanced Graphics and UI
- Other ...

JSR 37/118 - MIDP 1.0/2.0

- Designed primarily for cell phones
- Low-level UI too low; just drawing APIs
- High-level UI too high; produces generic, inelegant Uis
- Limited input facilities
- MIDP 2.0 primarily adds more low-level APIs

JSR 62/116 - Personal Profile

- Big
- Old
- Limited 'components' in standard (those from AWT)
- Some 'components' not really applicable to embedded devices, particularly with touch screens.

JSR 113 - Java Speech API 2.0

- Dead? No activity since 2001
- Previous version included numerous references to AWT.

JSR 129/217 - Personal Basis

- Just provides Frame/Window and Graphics
- Similar to MIDP's low-level UI

JSR 209 - Advanced Graphics and User Interface

- Big

Other

- *JSR 134 - Java Game Profile*
- JSR 135 - Mobile Media
- *JSR 178 - Mobile Game API*
- JSR 184 - Mobile 3D Graphics API
- JSR 226 - Scalable 2D Vector Graphics

The Good News!

- Plenty of low-hanging fruit to be picked!