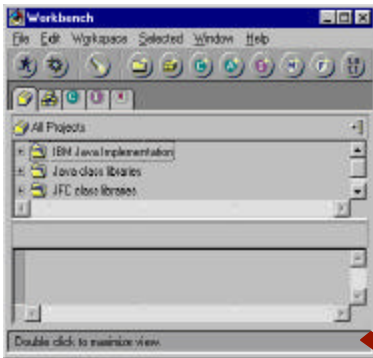


Platform-Independent Model for Applications

"Write once, run anywhere" for application front-ends

Development Environment



Platform-independent application specification:

- Tasks
- Interactions
- Behavior

Device-specific presentation hints:

- Grouping
- Ordering
- Layout

- **Design-time issues:** Making the programming model simple and evolutionary
 - ▶ Reverse engineer from existing models, high-level development environment
- **Delivery-time issues:** Adapting (automatically) to platform characteristics
 - ▶ Layout management, application partitioning
- **Runtime issues:** Adapting to changes in runtime characteristics
 - ▶ Service migration, platform-independent state capture

Runtime manages application session

