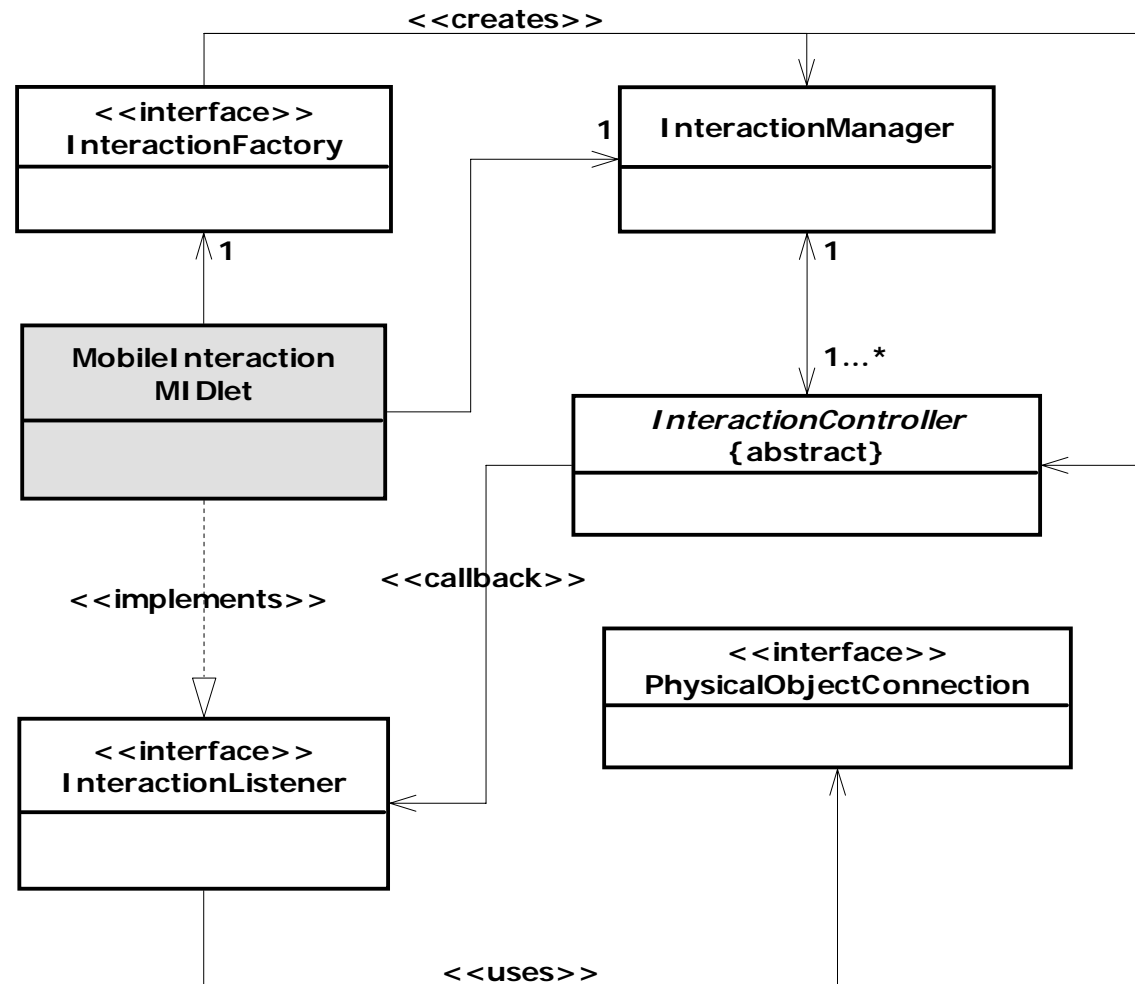
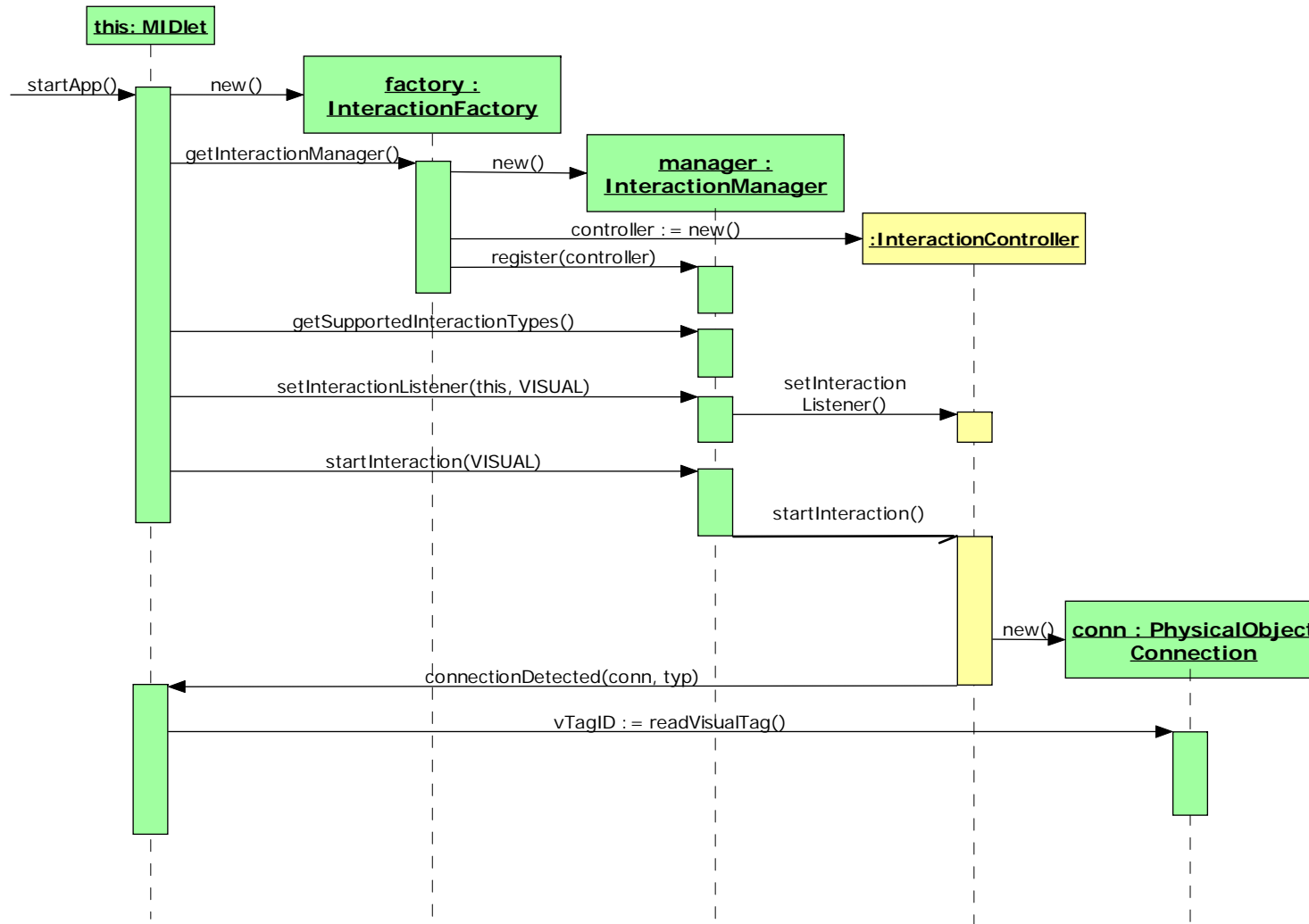


Physical Mobile Interaction Framework (PMIF) for Mobile Devices

Overview (1)



Overview (2)

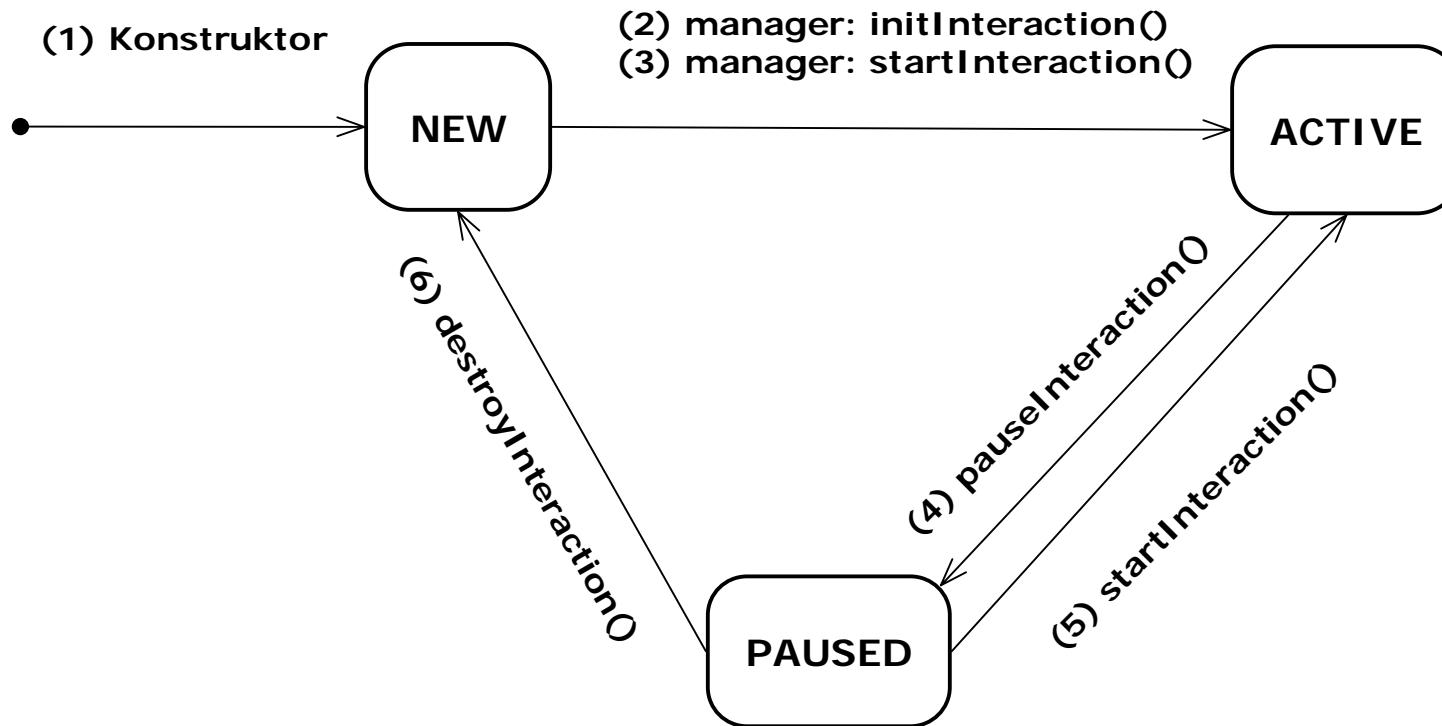


Sequence diagram – Initialization and start of an interaction

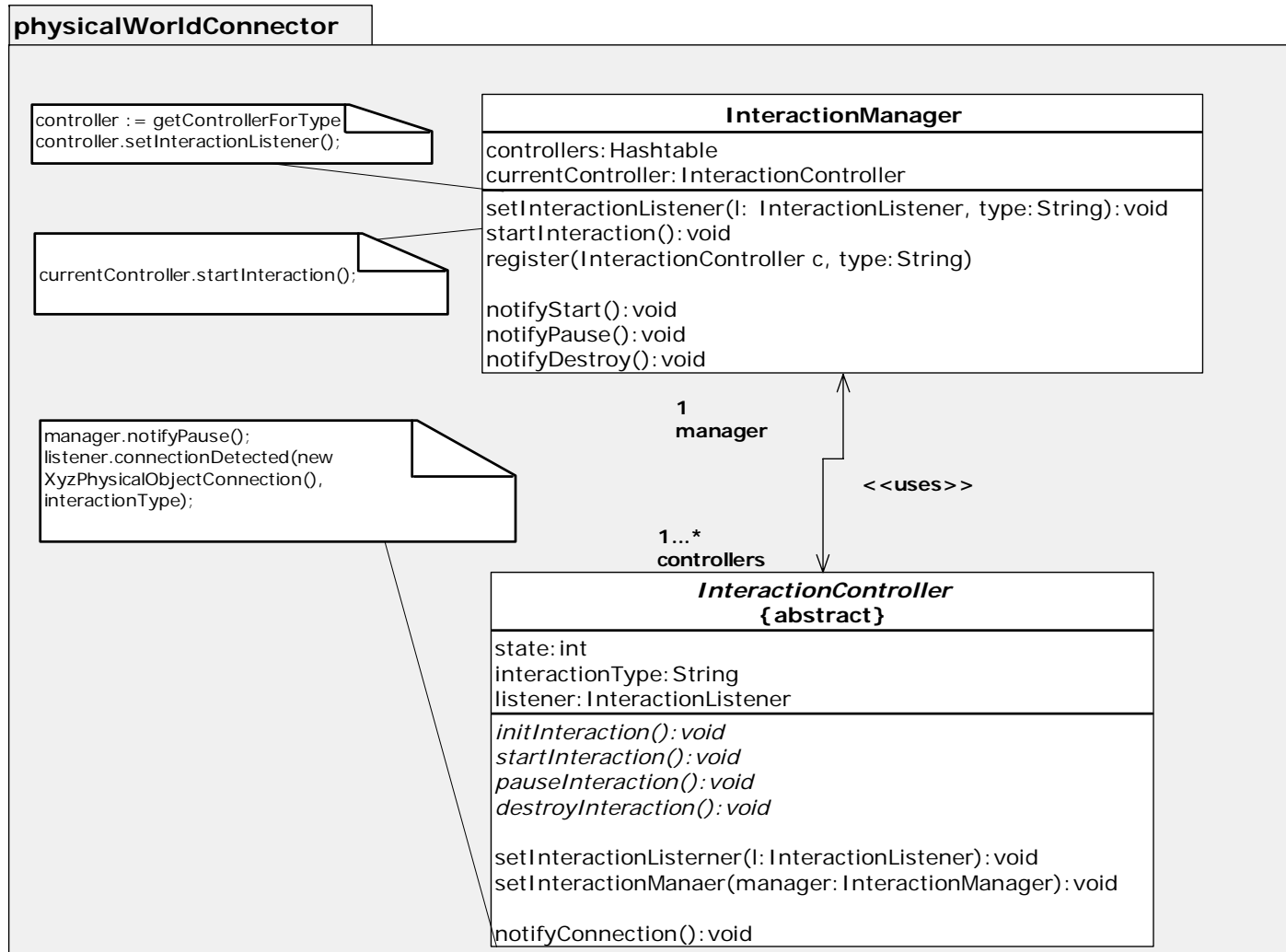
Extending the framework

- Definition of a new InteractionController
 1. Definition of a class who is inherited from InteractionController
 2. Definition of a constructor (without parameters)
 3. Definition of methods:
 - **initInteraction()**
 - Needed Initializations, do not allocate heavy (memory) resources
 - **startInteraction()**
 - Requesting / claim resources (Threads, network connections, big objects)
 - **pauseInteraction()**
 - Controller runs in the background, do not use heavy resources (should be released)
 - **destroyInteraction()**
 - Release resources: alls Threads must be terminated, all network connections must be closed

InteractionController- life cycle



InteractionController- class diagram



Structure on the SVN server

→ SVN/PMIF

- Examples (Netbeans 4.1 Project)
- Mops (Netbeans 4.1 Project)
- Framework (Netbeans 4.1 Project)
- Documentation
 - Tutorial
 - Presentation
 - DiplomarbeitSergej
 - JavaDoc
- JavaLib

MOPS using PMIF

→ PhyscalWorld-Package

- **PhysicalWorldFactory**
- **PhysicalWorldManager**
- **PlaceManager**
- **PhysicalObject**
- **PlaceIF**
- **PlacedPhysicalObject**
- **ObjectInfo**
- **MediaObject**

PhyscalWorld class diagram

