

# Mobile Enterprise Apps

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# Mobility

- Changing the way we communicate, live, work
- Transforming enterprises
- Any device, anytime, anywhere
- Mobile information worker
  - Higher productivity
  - New business processes
- Increased customer reach



# Enterprise Challenges

- Security
- Usability
- Mix of personal and business usage
- Heterogeneous devices
- Offline / online
- Scale
- Device Management



# Mobile Application Patterns

- Request-response (online)
  - Web-like applications
  - Synchronous and asynchronous communication
- Subscription & notification (push)
  - Trigger: change in business process or business object
- Predictive data distribution (offline)
  - Upfront data replication to device
  - Synchronisation & conflict resolution

# Mobile Architectures

- REST-based interfaces (scale of development)
- Lean middleware (scale at runtime)
- Applications
  - Native (iOS, Android, Symbian, Windows Phone)
  - Platform-independent (HTML5, JavaScript)

# How Does In-Memory Change the Game?

- Mobile devices are about interactivity
- Response time is crucial
- Anytime, anywhere, anything
- New business processes

# Mobile Application Prototypes

## Student Demonstrations