

Palm OS and Programming for Mobile Commerce

Wen-Chen Hu, University of North Dakota, Grand Forks, ND 58202, USA; E-mail: wenchen@cs.und.edu

Lixin Fu, University of North Carolina at Greensboro, Greensboro, NC 27402, USA; E-mail: l_fu@uncg.edu

Weihong Hu, Auburn University, Auburn, AL 36849, USA; E-mail: huweiho@auburn.edu

Chung-Wei Lee, University of Illinois at Springfield, Springfield, IL 62703, USA; E-mail: clee84@uis.edu

ABSTRACT

Mobile commerce or m-commerce, defined as the exchange or buying and selling of commodities, services, or information on the Internet through the use of Internet-enabled mobile handheld devices, is a coming milestone after electronic commerce blossoming in the late 1990's. Mobile handheld devices provide convenience and portable access to the huge information on the Internet for mobile users from anywhere and at anytime. However, most software engineers are not familiar with programming for handheld devices. Handheld computing is the programming for handheld devices such as smart cellular phones and PDAs (Personal Digital Assistants). It consists of two kinds of programming: client- and server- side programming. This paper introduces handheld computing and gives a detailed description of Palm OS programming, client-side handheld programming. Other related issues such as mobile commerce systems and handheld devices will be discussed also.

INTRODUCTION

Mobile commerce is a coming milestone after electronic commerce blossoming in the late 1990's. Figure 1 shows the growth in demand for smart mobile devices including handhelds, wireless handhelds, and smart cellular phones through 2006, as estimated by the research firm Canalys (2006). However, it is also commonly admitted that the development in this field is constrained. There are still considerable barriers waiting to be overcome. One of the barriers is most software engineers are not familiar with handheld programming. Handheld computing is the programming for handheld devices such as smart cellular phones and PDAs. This paper gives a study of handheld computing to help software engineers better understand this subject. It includes three major topics:

- *Mobile commerce systems:* The system structure includes six components: (i) mobile commerce applications, (ii) mobile handheld devices, (iii) mobile middleware, (iv) wireless networks, (v) wired networks, and (vi) host computers.
- *Handheld computing:* It consists of two kinds of programming: client- and server- side programming.
- *Palm OS and programming:* The Palm OS Developer Suite is used to develop applications for Palm devices by handheld programmers.

This paper focuses on Palm OS programming by giving a step-by-step procedure of a Palm application development. Other client-side handheld computing is also discussed.

BACKGROUND

With the introduction of the World Wide Web, electronic commerce has revolutionized traditional commerce and boosted sales and exchanges of merchandise and information. Recently, the emergence of wireless and mobile networks has made possible the extension of electronic commerce to a new application and research area: mobile commerce, which is defined as the exchange or buying and selling of commodities, services, or information on the Internet through the use of mobile handheld devices. In just a few years, mobile commerce has emerged from nowhere to become the hottest new trend in business transactions. To explain how the mobile commerce components work together, Figure 2 shows a flowchart of how a user request is processed by the components in a mobile commerce system, along with brief descriptions of how each component processes the request (Hu, et al, 2004):

1. *Mobile commerce applications:* Electronic commerce applications are numerous, including auctions, banking, marketplaces and exchanges, news, recruiting, and retailing, to name but a few. Mobile commerce applications not only cover the electronic commerce applications, but also include new applications, which can be performed at any time and from anywhere by using mobile computing technology, for example, mobile inventory tracking.
2. *Mobile handheld devices:* An Internet-enabled mobile handheld device is a small general-purpose, programmable, battery-powered computer that is capable of handling the front end of mobile commerce applications and can be operated comfortably while being held in one hand. It is the device with which mobile users interact directly with mobile commerce applications.
3. *Mobile middleware:* The term middleware refers to the software layer between the operating system and the distributed applications that interact via the networks. The primary mission of a middleware layer is to hide the underlying networked environment's complexity by insulating applications from explicit protocols that handle disjoint memories, data replication, network faults, and parallelism (Geihs, 2001). The major task of mobile middleware is to seamlessly and transparently map Internet contents to mobile stations that support a wide variety of operating systems, markup languages, micro-browsers, and protocols. WAP and i-mode are the two major kinds of mobile middleware.
4. *Wireless and wired networks:* Wireless communication capability supports mobility for end users in mobile commerce systems. Wireless LAN, MAN,

Figure 1. Worldwide total smart mobile device market

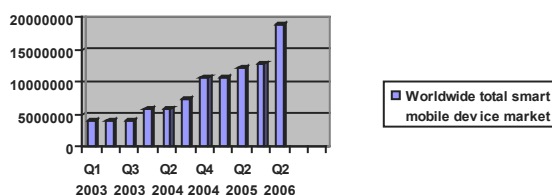
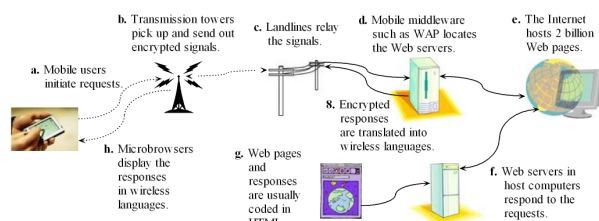


Figure 2. A flowchart of a user request processed in a mobile commerce system



and WAN are the major components used to provide radio communication channels so that mobile service is possible. In the WLAN category, the Wi-Fi standard with 11 Mbps throughput dominates the current market. However, it is expected that standards with much higher transmission speeds, such as IEEE 802.11a and 802.11g, will replace Wi-Fi in the near future. Compared to WLANs, cellular systems can provide longer transmission distances and greater radio coverage, but suffer from the drawback of much lower bandwidth (less than 1 Mbps). In the latest trend for cellular systems, 3G standards supporting wireless multimedia and high-bandwidth services are beginning to be deployed.

5. **Host computers:** A user request such as database access or updating is actually processed at a host computer, which contains three major kinds of software: (i) web servers, (ii) database servers, and (iii) application programs and support software.

HANDHELD COMPUTING

Handheld computing is a fairly new computing area and a formal definition of it is not found yet. Nevertheless, the author defines it as follows:

Handheld computing is to use handheld devices such as smart cellular phones and PDAs (Personal Digital Assistants) to perform wireless, mobile, handheld operations such as personal data management and making phone calls.

Again, handheld computing includes two kinds of computing: server- and client-side handheld computing, which are defined as follows:

- **Server-side handheld computing:** It is to use handheld devices to perform wireless, mobile, handheld operations, which require the supports of server-side computing. Examples of its applications include (a) instant messages, (b) mobile Web contents, (c) online video games, and (d) wireless telephony.

- **Client-side handheld computing:** It is to use handheld devices to perform handheld operations, which do not need the supports of server-side computing. Examples of its applications include (a) address books, (b) standalone video games, (c) note pads, and (d) to-do-list.

The terms of computing and programming are sometimes confusing and misused. The handheld programming, defined as programming for handheld devices, is different from handheld computing and includes two kinds of programming too:

- **Server-side handheld programming:** It is design and development of handheld software such as CGI programs that reside on the servers.
- **Client-side handheld programming:** It is design and development of handheld software such as J2ME programs that reside on the handheld devices.

Client-Side Handheld Computing

Some popular mobile environments/languages for client-side handheld programming are listed below:

- **BREW (Binary Runtime Environment for Wireless):** It is an application development platform created by Qualcomm Inc. for CDMA-based mobile phones (Qualcomm Inc., 2003).
- **J2ME (Java 2 Platform, Micro Edition):** J2ME, developed by Sun Microsystems Inc., provides an environment for applications running on consumer devices, such as mobile phones, PDAs, and TV set-top boxes, as well as a broad range of embedded devices (Sun Microsystem Inc., 2002).
- **Palm OS:** Palm OS, developed by Palm Source Inc., is a fully ARM-native, 32-bit operating system running on handheld devices. Using Palm OS to build handheld applications will be introduced later.
- **Symbian:** Symbian Ltd. is a software licensing company that develops and supplies the advanced, open, standard operating system—Symbian OS—for data-enabled mobile phones (Symbian Ltd., 2005).
- **Windows Mobile:** Windows Mobile is a compact operating system for mobile devices based on the Microsoft Win32 API. It is designed to be similar to desktop versions of Windows (Microsoft Corp., 2005).

Figure 3. A generalized client-side handheld computing development cycle

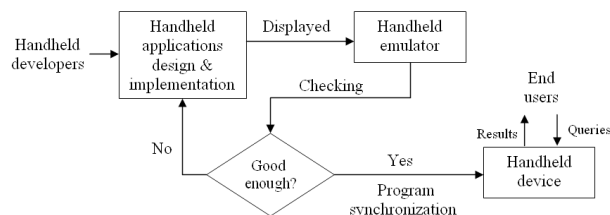


Table 1. A comparison among five handheld-computing languages/environments

	BREW	J2ME	Palm OS	Symbian OS	Windows Mobile
Creator	Qualcomm	Sun Microsystems	Palm-Source	Symbian	Microsoft
Language/Environment	Envir.	Language	Envir.	Envir.	Envir.
Market Share (PDA) as of 2005	N/A	N/A	3 rd	4 th	1 st
Market Share (Smartphone) as of 2006	?	N/A	4 th	1 st	5 th
Primary Host Language	C/C++	Java	C/C++	C++	C/C++
Target Devices	Phones	PDAs & phones	PDAs	Phones	PDAs & phones

They apply different approaches to accomplishing the development of mobile applications. Figure 3 shows a generalized development cycle applied by them and Table 1 gives a comparison among the five languages/environments. The second half of this article is devoted to the details of Palm OS and programming.

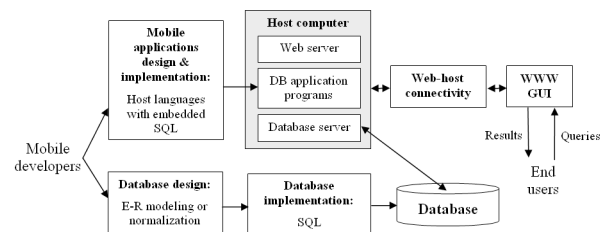
Server-Side Handheld Computing

Most applications created by this kind of programming such as instant messaging require network programming such as TCP/IP programming, which will not be covered in this paper. The most popular application of server-side handheld computing is database-driven mobile web sites, whose structure is shown in Figure 4. A database-driven mobile web site is often implemented by using a three-tiered client/server architecture consisting of three layers:

A database-driven mobile web site is often implemented by using a three-tiered client/server architecture consisting of three layers:

1. **User interface:** It runs on a handheld device (the client) and uses a standard graphical user interface (GUI).
2. **Functional module:** This level actually processes data. It may consist of one or more separate modules running on a workstation or application server. This tier may be multi-tiered itself.

Figure 4. A generalized system structure of a database-driven mobile web site



3. *Database management system (DBMS)*: A DBMS on a host computer stores the data required by the middle tier.

The three-tier design has many advantages over traditional two-tier or single-tier designs, the chief one being: The added modularity makes it easier to modify or replace one tier without affecting the other tiers.

PALM OS AND PROGRAMMING

Palm OS is a fully ARM-native, 32-bit operating system designed for used on Palm handhelds and other third-party devices. Palm OS runs on almost two out of every three PDAs. Its popularity can be attributed to its many advantages, such as its long battery life, support for a wide variety of wireless standards, and the abundant software available. The plain design of the Palm OS has resulted in a long battery life, approximately twice that of its rivals. It supports many important wireless standards, including Bluetooth and 802.11b local wireless and GSM, Mo-bitex, and CDMA wide-area wireless networks (PalmSource Inc., 2002). Two major versions of Palm OS are currently under development:

- *Palm OS Garnet*: It is an enhanced version of Palm OS 5 and provides features such as dynamic input area, improved network communication, and support for a broad range of screen resolutions including QVGA.
- *Palm OS Cobalt*: It is Palm OS 6, which focuses on enabling faster and more efficient development of smartphones and integrated wireless (WiFi/Bluetooth) handhelds.

Palm OS Programming

The Palm OS Developer Suite, which is the official development environment and tool chain from PalmSource, is intended for software developers at all levels. It is a complete IDE (Integrated Development Environment) for

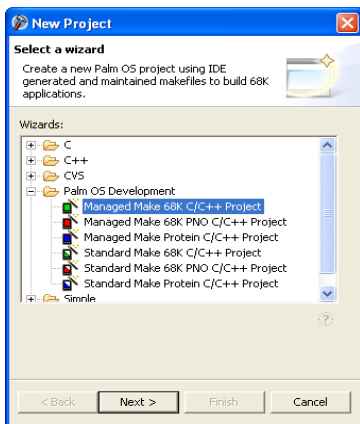
- Protein applications (all ARM-native code) for Palm OS Cobalt and
- 68K applications for all shipping versions of the Palm OS.

The following steps show how to develop a Palm OS application, a simple “Hello, Mobile world!” program, under Microsoft Windows XP:

Figure 5. A screenshot of the Palm OS Developer Suite



Figure 6: A screenshot showing Palm OS application and make types



1. Download *Palm OS Developer Suite* at http://www.palmos.com/dev/tools/dev_suite.html.
2. Activate the Eclipse Workbench IDE as shown in Figure 5 under the Windows environment by selecting the following commands

Start ► All Programs ► PalmSource ►
Palm OS Developer Suite

May select a default workspace at “C:\Program Files\PalmSource\Palm OS Developer Suite\workspace.”

3. Create a new project by selecting a wizard: There are three Palm OS application types as shown in Figure 6:
- *Palm OS 68K Application*,
 - *Palm OS 68K Application with PACE Native Objects*, and
 - *Palm OS Protein Application*.
- There are also two kinds of *make files*:
- *Standard make*: It provides a generic set of makefiles that you can modify and tailor for your specific application build.
 - *Managed make*: It dynamically generates your makefile based on the contents of your project folders.
4. Create a Palm OS C/C++ program and put it in the directory “C:\Program Files\PalmSource\Palm OS Developer Suite\workspace\Hello.” Program 1 gives a Palm example, which displays the text “Hello, Mobile world!,” an image, and a button “OK.”

Program 1. An example of a Palm OS program HelloWorld.c

```
C:\Program Files\PalmSource\Palm OS Developer Suite\workspace\Hello\HelloWorld.c

#include <PalmOS.h>
#define Form1 1000
#define OK 1003

UInt32 PilotMain( UInt16 cmd, void *cmdPBP, UInt16 launchFlags ) {
    short err;
    EventType e;
    FormType *pfrm;

    if ( cmd == sysAppLaunchCmdNormalLaunch ) {
        FrmGotoForm( Form1 );
        while( 1 ) {
            EvtGetEvent( &e, 100 );
            if ( SysHandleEvent( &e ) ) continue;
            if ( MenuHandleEvent( (void *) 0, &e, &err ) ) continue;
            switch ( e.eType ) {
                case ctlSelectEvent:
                    if ( e.data.ctlSelect.controlID == OK )
                        goto _quit;
                    break;
                case frmLoadEvent:
                    FrmSetActiveForm( FrmInitForm( e.data.frmLoad.formID ) );
                    break;
                case frmOpenEvent:
                    pfrm = FrmGetActiveForm( );
                    FrmDrawForm( pfrm );
                    break;
                case menuEvent:
                    break;
                case appStopEvent:
                    goto _quit;
                    break;
                default:
                    if ( FrmGetActiveForm( ) )
                        FrmHandleEvent( FrmGetActiveForm( ), &e );
                    break;
            }
        }
        _quit:
        FrmCloseAllForms( );
    }
    return 0;
}
```

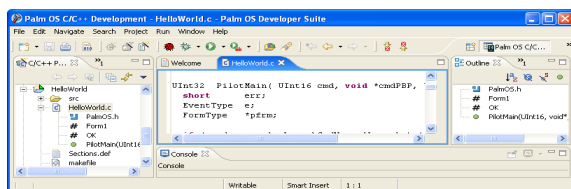
Figure 7. A screenshot of the Palm OS Developer Suite after the project *HelloWorld* is created

Figure 8. A screenshot of the Palm OS Resource Editor



For how to create Palm OS applications, check Palm OS Developer Documentation at <http://www.palmos.com/dev/support/docs/>. In order to display the current status on the Eclipse, may need to constantly refresh the project *HelloWorld* by right clicking on the mouse on the project name as shown in Figure 7.

If the project includes resources (.xrd) such as buttons and images, the Palm OS Resource Editor at

Start ► All Programs ► PalmSource ►
Tools ► Palm OS Resource Editor

could be used to create the resources as shown in Figure 8.

5. Build the project *HelloWorld*.
6. Activate a Palm OS emulator by selecting

Start ► All Programs ► PalmSource ►
Tools ► Palm OS Emulator

7. Drag the icon of *Hello.prc* (Palm Application file) at "C:\Program Files\PalmSource\Palm OS Developer Suite\workspace\Hello5\Debug\Hello.prc" to the Palm OS emulator. Figure 9 shows the execution result of the project *HelloWorld*.

Figure 9. A screenshot of the execution results of the project *HelloWorld*

Table 2. Palm OS programmer's API reference

Function	Descriptions
User Interface	User interface APIs include events, notifications, attention, control, dialogs, forms, lists, menus, scroll bars, etc.
System Management	Provides largest number of functions such as alarm, debug, file streaming, graffiti, I/O, memory, pen, sound, time, windows, etc. for system management.
System Management	Provides largest number of functions such as alarm, debug, file streaming, graffiti, I/O, memory, pen, sound, time, windows, etc. for system management.
Libraries	Include miscellaneous libraries such as Internet, Bluetooth, cryptography, etc.

8. If the application is finalized, synchronize the application to handheld devices by selecting

Start ► All Programs ► Palm Desktop ►
Palm Desktop

after downloading the Palm Desktop at <http://www.palmos.com/dev/tools/desktop/>.

Palm OS Programmer's API Reference

Table 2 gives the Palm OS programmer's API reference of Palm OS 68K SDK (PalmSource Inc., n.d.). It includes four major sections (i) user interface, (ii) system management, (iii) communications, and (iv) libraries.

CONCLUSION

Using Internet-enabled mobile handheld devices to access the World Wide Web is a promising addition to the Web and traditional e-commerce. Mobile handheld devices provide convenience and portable access to the huge information on the Internet for mobile users from anywhere and at anytime. However, most software engineers are not familiar with programming for handheld devices. Handheld computing is the programming for handheld devices such as smart cellular phones and PDAs. This paper gives a study of handheld computing and includes three major topics:

1. *Mobile commerce systems*: Mobile commerce is defined as the exchange or buying and selling of commodities, services, or information on the Internet through the use of mobile handheld devices. The system structure includes six components: (i) mobile commerce applications, (ii) mobile handheld devices, (iii) mobile middleware, (iv) wireless networks, (v) wired networks, and (vi) host computers.
2. *Handheld computing*: It consists of two kinds of programming:
 - Client-side programming: It is the programming for handheld devices and it does not need the supports from server-side programs.
 - Server-side programming: It is the programming for wireless mobile handheld devices and it needs the supports from server-side programs.
3. *Palm OS programming*: Two major versions of Palm OS are currently under development:
 - *Palm OS Garnet*: It is an enhanced version of Palm OS.
 - *Palm OS Cobalt*: It is the Palm OS 6.

This article focuses on Palm OS programming by giving a step-by-step procedure of a Palm application development. The Palm OS Developer Suite is used to develop applications for Palm devices by handheld programmers.

REFERENCES

- Canalys. (2006). *Smart Mobile Device Market Growth Remains Steady at 55%*. Retrieved December 3, 2006, from: <http://www.canalys.com/pr/2006/r2006071.pdf>.

784 2007 IRMA International Conference

- Geihs, K. (2001). Middleware challenges ahead. *IEEE Computer*, 34(6), 24-31.
- Hu, W.-C., Lee, C.-w., & Yeh, J.-h. (2004). Mobile commerce systems. Shi Nansi, editor, *Mobile Commerce Applications*, pages 1-23, Idea Group Publishing.
- Microsoft Corp. (2005). *What's New for Developers in Windows Mobile 5.0?* Retrieved May 29, 2006, from: http://msdn.microsoft.com/mobility/windowsmobile/howto/documentation/default.aspx?pull=/library/en-us/dnppc-gen/html/whatsnew_wm5.asp.
- NTT-DoCoMo. (n.d.). *i-mode*. Retrieved January 2, 2006, from <http://www.nttdocomo.com/>
- PalmSource Inc. (2002). *Why PalmOS?* Retrieved June 23, 2006, from: http://www.palmsource.com/palmos/Advantage/index_files/v3_document.htm.
- PalmSource Inc. (n.d.). *Palm OS Programmer's API Reference*. Retrieved August 15, 2006, from: <http://www.palmos.com/dev/support/docs/palmos/PalmOS-Reference/ReferenceTOC.html>.
- Qualcomm Inc. (2003). *BREW and J2ME—A Complete Wireless Solution for Operators Committed to Java*. Retrieved February 12, 2006, from: http://brew.qualcomm.com/brew/en/img/about/pdf/brew_j2me.pdf.
- Sun Microsystems Inc. (2002). *Java 2 Platform, Micro Edition*. Retrieved January 12, 2006, from: <http://java.sun.com/j2me/docs/j2me-ds.pdf>.
- Symbian Ltd. (2005). *Symbian OS Version 9.2*. Retrieved May 20, 2006, from: http://www.symbian.com/technology/symbianOSv9.2_ds_0905.pdf.
- Symbian Ltd. (2006). *Fast Facts*. Retrieved August 12, 2006, from: <http://www.symbian.com/about/fastfacts/fastfacts.html>.
- Wireless Application Protocol Forum Ltd. (n.d.). *WAP (Wireless Application Protocol)*. Retrieved July 21, 2006, from: <http://www.wapforum.org/>.

0 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: www.igi-global.com/proceeding-paper/palm-programming-mobile-commerce/33184

Related Content

On the Transition of Service Systems from the Good-Dominant Logic to Service-Dominant Logic: A System Dynamics Perspective

Carlos Legna Vernaand Miroljub Kljaji (2014). *International Journal of Information Technologies and Systems Approach* (pp. 1-19).

www.irma-international.org/article/on-the-transition-of-service-systems-from-the-good-dominant-logic-to-service-dominant-logic/117865

Measuring the Effectiveness of Designing End-User Interfaces Using Design Theories

Juan Manuel Gómez Reynosoand Lizeth Itziguery Solano Romo (2020). *International Journal of Information Technologies and Systems Approach* (pp. 54-72).

www.irma-international.org/article/measuring-the-effectiveness-of-designing-end-user-interfaces-using-design-theories/252828

Attention-Based Time Sequence and Distance Contexts Gated Recurrent Unit for Personalized POI Recommendation

Yanli Jia (2023). *International Journal of Information Technologies and Systems Approach* (pp. 1-14).

www.irma-international.org/article/attention-based-time-sequence-and-distance-contexts-gated-recurrent-unit-for-personalized-poi-recommendation/325790

Quantum Computing and Quantum Communication

Göran Pulkisand Kaj J. Grahm (2018). *Encyclopedia of Information Science and Technology, Fourth Edition* (pp. 7715-7730).

www.irma-international.org/chapter/quantum-computing-and-quantum-communication/184467

Graph-Based Concept Discovery

Alev Mutlu, Pinar Karagozand Yusuf Kavurucu (2018). *Encyclopedia of Information Science and Technology, Fourth Edition* (pp. 1974-1983).

www.irma-international.org/chapter/graph-based-concept-discovery/183911