

# SMART CLIENT, DATA STORE, APPLICATION AND ENTERPRISE SERVER BASED ARCHITECTURE

## Lesson 05 Messaging

# MESSAGE

- A way of describing information
- Can be encapsulated in the header
- Command
- Associate accompanying data
- Messaging means communication of data between two applications or between a client and a server

# MESSAGING

- Includes e-mail, paging, SMS, voice, text, data, or database record or query result.
- Alert, also a message
- An alert— a notification for an event

# ALERT

- An alert is a notification for an event

# APPLICATION-TO-APPLICATION MESSAGING SYSTEM

- The smart client apps use the messaging system to communicate data and client to server
- When connectivity is not available, message queues get created and messages transmit when the connection restores

# STORE AND FORWARD MECHANISM

- Used when connectivity does not exist
- Store means queuing, and forward means communicating

# SECURE MESSAGING

- Uses PIN and QR codes

# JAVA EVENT MODEL

- Used to receive and respond to specific types of events
- A device application can receive and respond to user events, such as when the user clicks the trackpad or types on the keyboard, and to the system events, such as global alerts, clock changes, and connection to the USB port



# SUMMARY

- Message is a way of describing information
- Messaging means communication of data between two applications or between a client and a server
- Messaging can be on an event in eventing model

# End of Lesson 05

## Messaging