MIDPath 0.3 Design



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Source: Dia file

Description of the layers

- · MIDP2 API: this layer contains the MIDP API but few logic
- Implementation layer: this layer contains the real implementation of MIDP (almost all the logic is there)
- Adaptation layer: the lower layer which provides functionalities needed by the implementation layer

UI Toolkits

SDLToolkit

- · Advantages:
 - · Adapted to interpreted mode because intensive processing is in the native part
 - Fast
- Drawbacks:
 - Require many SDL libraries

VirtualToolkit

- · Advantages:
 - ° Pure java :
 - · Highly portable to other graphics backend (framebuffer, SWT, OpenGL, ...)
 - · Allows fast deployment in particular environment (embedded devices)
 - · UI behavior independent of the graphics backend.
- · Drawbacks:
 - ° Not adapted to interpreted mode (could be slow)

MIDPath for CLDC JVMs

Another goal of MIDPath is to work on top of a free CLDC JVM (like Cacao JVM). In order to make it working, the adaptation layer should contain as few as possible non cldc-compliant code: it should minimize the size of the J2SE/CDC/native code to port.