

UNIT-5

Generic Connection Framework The Connection,
HyperText Transfer protocol, Communication Management using
HTTP Commands, Session Management, Transmit as a
Background Process.

Introduction:

The wireless devices such as cellphones
and two way pagers keep their owners
connected to the outside world at anytime
from anywhere.

Sun's Java 2 Micro Edition offers a great
development platform for developing applications for
the embedded electronics and mobile devices.

CLDC defines a flexible API called the
Generic Connection Framework (GCF).

It is defined in javax.microedition.io package

Generic Connection Framework

Objective of GCF is to isolate the differences between the use of one protocol and another into a string characterizing the type of connection.

App code stays the same regardless of what type of connection is being used.

CLDC doesn't provide the implementation, but rather the framework that can be used by the profile

(MIDP).

The idea of the Generic Connection Framework is to define the abstractions of the networking and file I/O as general as possible.

There is one class `Connector` and `TConnection` interfaces.

The `TConnection` interfaces define the abstractions of 6 basic types of communications: basic Serial Input, basic serial output, datagram communications, Socket communications, notification mechanism in a client-server communication, and basic ~~an~~ HTTP communication.