

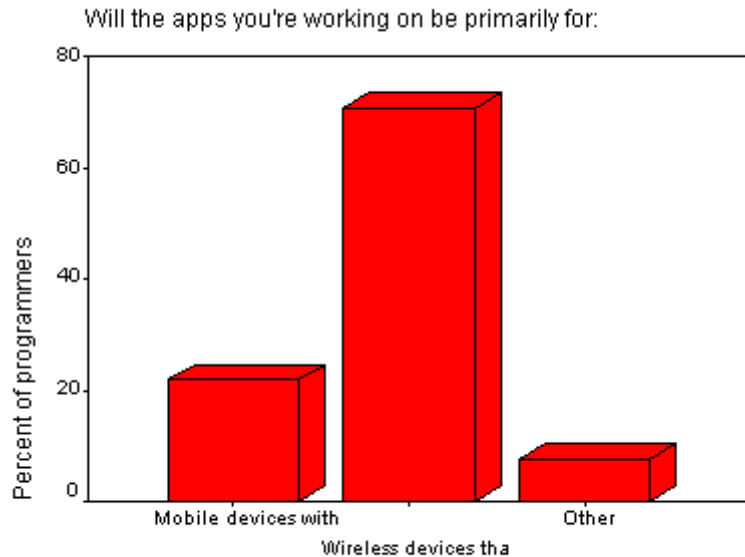
# *Evans Data Corporation*

## **Wireless Developer Survey, Volume 1, 2002**

**A detailed report of extensive in-depth interviews with over 600 developers worldwide who are active in wireless application or infrastructure development. Includes sections on wireless technology adoption, targets, platforms, languages being used, use of wireless in the corporate enterprise, and types of applications being developed along with timelines. Conducted February 2002.**

## Mobile vs. wireless apps

In each survey that we do, we ask the developers to tell us what type of applications they work on. This gives us an idea of the precise breakdown according to what kinds of applications they typically develop.



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This question provides an indication of the extent to which wireless developers are creating applications for the wireless Internet, compared to those who are simply targeting mobile devices. For instance, a calendaring application might run on a Palm Connected Organizer that has no access to the Internet. This would fall under the category of a "mobile device with no remote wireless connectivity." On the other hand, a personal finance application designed to run on a Blackberry and automatically retrieve one's bank account transactions would be considered a "wireless device that connects to networks/devices through the airwaves."

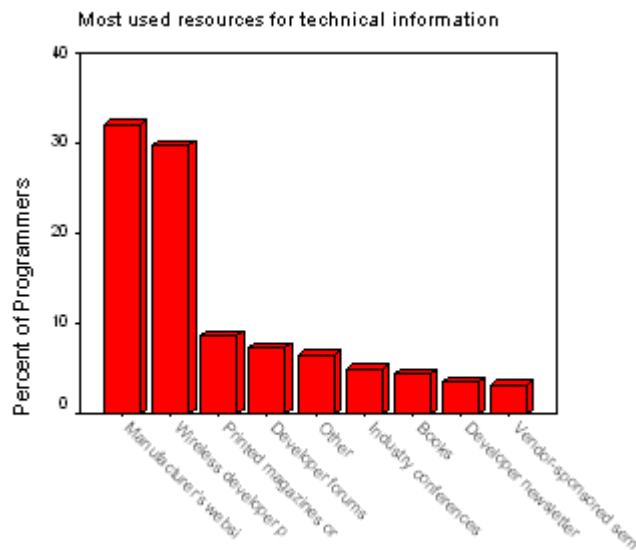
### Will the apps you're working on be primarily for:

	Frequency	Percent
Mobile devices with no remote wireless connectivity	136	21.8
Wireless devices that connect to networks/devices through the airwaves	441	70.7
Other	47	7.5
Total	624	100.0

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The results show that the latter scenario is much more typical. Roughly 70.7% of respondents said they were targeting devices with wireless connectivity, as compared to 21.8% of respondents who were targeting mobile devices without connectivity.

## Most used resources for technical information



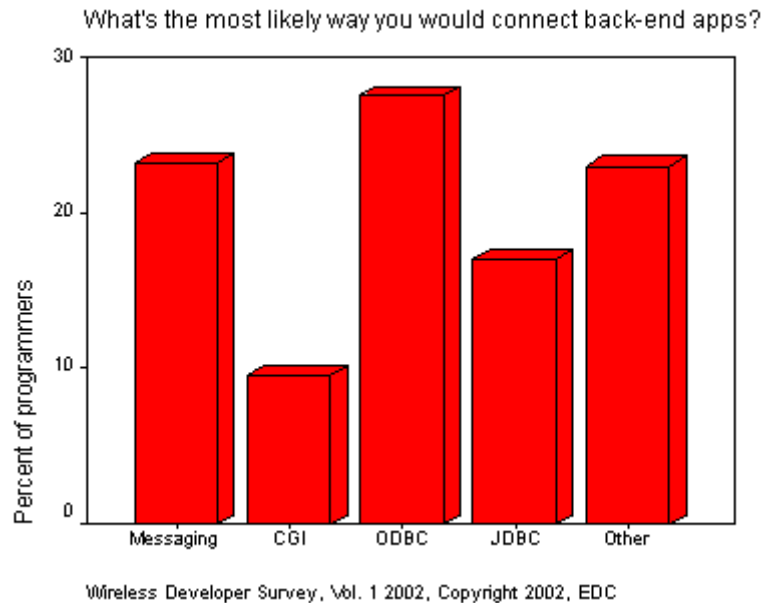
This question provides an indication of which types of resources about mobile applications and tools developers find the most useful. The results show that a large percentage of respondents, 32.1%, mostly use manufacturers' websites, and than a slightly lower proportion, 29.6%, get information from wireless developer portals or publications. Interestingly, only a small percentage of respondents, 4.9%, said they got most of their information from conferences or trade shows.

### What resources do you use MOST to get information on mobile apps and tools?

	Frequency	Percent	Valid Percent
Manufacturer's websites	196	31.4	32.1
Wireless developer portals or publications	181	29.0	29.6
Printed magazines or journals	53	8.5	8.7
Developer forums	45	7.2	7.4
Other	40	6.4	6.5
Industry conferences/trade shows	30	4.8	4.9
Books	26	4.2	4.3
Developer newsletters	21	3.4	3.4
Vendor-sponsored seminars	19	3.0	3.1
Total	611	97.9	100.0
No answer	13	2.1	
Total	624	100.0	

## Most likely method for connecting backend apps

The previous question addresses what technologies developers expect to use to power the back-ends of their applications. This question addresses how those back-end technologies will interface with front-end technologies, i.e. what the user sees.



The largest group of respondents, 27.5%, said they would use ODBC (Open DataBase Connectivity), a Microsoft technology that allows Windows applications to access databases on a network. Since ODBC is designed for Windows applications, it is likely that these respondents are targeting the Windows CE platform. ODBC rose to first place from third place at 19.7%.

The second largest group of respondents, 23.1%, said they would connect their back-end applications to their wireless applications using messaging, which was top six months ago. Messaging is software that provides an interface between back-end applications and front-end applications for efficient transfer of data. In messaging middleware, data is sent asynchronously, meaning that data sent by one program can be stored and then forwarded to the receiving program at a later time. Messaging middleware is particularly well-suited to wireless applications, because it allows the applications to take advantage of periods of low traffic on the wireless network to send data, reducing wireless traffic, and therefore reducing the cost of data transfer.

Roughly 23.0% of respondents said they would use a technology not listed here.

**What's the most likely way you would connect  
back-end apps to their wireless apps?**

	Frequency	Percent	Valid Percent
Messaging	139	22.3	23.1
CGI	57	9.1	9.5
ODBC	165	26.4	27.5
JDBC	102	16.3	17.0
Other	138	22.1	23.0
Total	601	96.3	100.0
No answer	23	3.7	
Total	624	100.0	

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The next largest group of respondents, 17.0%, said they would use JDBC, (Java DataBase Connectivity), Sun's counterpart to Microsoft's ODBC. It allows Java applications to access a database-either Web applications on a server, or cross-platform applications on a local computer.

The next largest group of respondents, 9.5%, said they would use CGI script (Common Gateway Interface script), an extremely popular method of connecting HTML pages to Web server applications. A CGI script, for instance, might allow a Web page to look up information in a database. CGI scripts are actually short programs that reside on the server, written in Perl, Tcl, C or C++. At one point, CGI scripts were the de facto standard for making Web sites interact with databases, but today, Microsoft ASP and Sun JSP are considered more efficient and easier to program.