

SPSUC: SLICE, PATTERN & STYLE OF UBIQUITOUS COMPUTING

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ABSTRACT

Computing is the new era for current research. Nowadays most of the research is involved to design and develop a Ubiquitous system for better applications of the environment. In this paper we focus the Ubiquitous system and their internal components. For continuity of research for Ubiquitous computing we evolve the new paradigm of design to improve the quality of product at its modeling stage. We distinguish design paradigm in three different parts i.e. Slice, Pattern and Style. Well defined discussions are involved to give the standard definitions of these internal components. We declare all the stages of these internal terms in graphical manner. We follow the theoretical Computer Science concept for graphical design of model. The components of SPS proposal when included in Ubiquitous computing environment suit well for better applications. This proposal refines the design paradigm of Ubiquitous systems and improves the system for enhanced application control.

KEYWORDS: Ubiquitous Computing, Design Paradigm, Slice, Pattern, Style