The Prosciutto Project

The Prosciutto Project is defined around an open source, data-driven mobile application engine implemented in J2ME. You could think of it as a rapid application development framework, or a distributable mobile application engine that aims to address the problem of device fragmentation. The idea behind it is that of the use of a very basic markup language in order to define UI objects and behavior. The string representation (i.e., markup language) will be interpreted by ZAMAE (ZA Mobile Application Engine) in order to produce a graphical, on screen representation ("appearance") of each object defined, and with a specific behavior for each object as well.

What can I do with it?: Anything you would do on a mobile application that has to do with browsing data is doable in The Prosciutto Project environment by using the mobile application engine (ZAMAE) and a set of well-defined, serialization UI objects. This way, an entire application definition can be hosted on a web server, ZAMAE would fetch it from the server, and yet be completely business logic agnostic. If your application changes, there's no need for the engine to be updated and redistributed (as long as you don't need to use any newer core feature of course).

This is a sample mode.xml file for a simple Hello World application as defined in The Prosciutto Project:

```
<?xml version="1.0" encoding="UTF-8"?>
    <application steps="2">
        <form uid="11000">
            <buttons>
                <button uid="11004">
                    <appearance>
                        <text>Hello World!</text>
                    </appearance>
                </button>
            </buttons>
        </form>
    </application>
```

The **homepage** is at: http://www.prosciuttoproject.org/prosciuttohome/

The **blog** is at http://prosciutto.boutiquestartups.com/

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