

This version of the loyalty application has been recoded to provide a better understanding of the smartX mechanisms such as the event management with the plug-in introspection and the call back invocations.

The Loyalty application (version 1.0) packages provide the full implementation of the application turned into applet and available at www.smartxml.com. The zip file consists of 4 Java source code packages:

`applications.loyalty.framework` is the framework package. It contains the core implementation of the application and doesn't implement the stub interface.

`applications.loyalty.stub` is the previous application implementation using the stubs generated from the tool converter. The source code gives the implementation modification from the framework classes.

`applications.loyalty.crypto` is the interface of the required cryptographic classes but doesn't provide the implementation for the developer outside the US for legal reasons. For US' developer the package provides the implementations.

`applications.loyalty.pinpad` is the terminal implementation that permits to process the primary functions to run the loyalty applications.

The zip file contains the `fileslite.sml` and the `gsmloyalty.sml` files that are the required .sml files to run the loyalty applications.

Run the loyalty application update your classpath and run the dos command:

```
java applications.loyalty.framework.Loyalty path/gsmloyalty.sml
```

Run the loyalty application implementing the stub interface run the dos command:

```
java applications.loyalty.stub.LoyaltyStub path/fileslite.sml
```