

CLAIMS

What is claimed is:

1. A method for starting an application, the method comprising:
 - opening, by a first local application, an HTML5 web page, invoking a second local application (S110);
 - starting a webSocket to attempt to connect to a local socket (S110);
 - starting, by the second local application, the local socket (S120);
 - determining whether the first local application connects to the local socket by using the webSocket; and
 - in response to determining that the first local application connects to the local socket by using the webSocket, canceling a jump to a boot page for downloading the second local application (S130), wherein
 - if a port used by the second local application to start the local socket is occupied, using another port in a predetermined port group;
 - correspondingly, in response to determining that the webSocket started by the first local application fails to connect to the local socket in a predetermined duration, using another port in the predetermined port group to connect to the local socket again; and
 - in response to determining that the webSocket started by the first local application fails to connect to the local socket in the predetermined duration after using all ports in the predetermined port group, the first local application jumps to the boot page for downloading the second local application.
2. The method according to claim 1, further comprising triggering a link to the web page and opening, by the first local application, a corresponding web page, wherein the first local application comprises a browser application or a local application integrated with a webView component.
3. The method according to claim 1, further comprising triggering a link to the web page assembling, by the first local application parameters comprised in a web page address into a URI, and invoking the second local application corresponding to the URI.

4. The method according to claim 3, wherein the parameters comprise a designated port number.

5. The method according to claim 1, wherein the starting, by the first local application, webSocket to attempt to connect to the local socket comprises:

after another predetermined duration since the HTML5 web page is opened, starting, by the first local application, the webSocket, and attempting to connect to the local socket.

6. The method according to claim 1, wherein the method further comprises:

in response to determining that the first local application fails to connect to the local socket by using the webSocket, jumping to the boot page for downloading the second local application.

7. The method according to claim 6, wherein the method further comprises:

in response to determining that the first local application receives an error prompt when connecting to the local socket by using the webSocket, jumping to the boot page for downloading the second local application.

8. The method according to any one of claims 1 to 7, wherein the first local application and the second local application cannot directly communicate with each other.

9. A system for starting an application, comprising a plurality of modules configured to perform the method of any one of claims 1 to 8.