CLAIMS

Therefore, the following is claimed:

1. A non-transitory computer-readable medium embodying a program executable in a computing device, wherein when executed the program causes the computing device to at least~~comprising~~:

~~code that~~ determine~~s~~ one of a plurality of models of an emulated computing device;

~~code that~~ obtain~~s~~ a selection of an application that is executable in the emulated computing device from a client;

~~code that~~ execute~~s~~ the application in a hosted environment;

~~code that~~ encode~~s~~ a video signal and an audio signal generated by the application into a media stream;

~~code that~~ generate~~s~~ a user interface that includes a graphical representation of a physical interface of the one of the models of the emulated computing device~~,~~;

~~wherein the video signal from the media stream is configured to be rendered on~~ generate a rendering of the video signal from the media stream on a graphical representation of a physical screen of the one of the models of the emulated computing device;

~~code that~~ send~~s~~ the user interface and the media stream to the client;

~~code that~~ obtain~~s~~ an input command from the client, the input command being generated through a user interaction with the graphical representation of the physical interface of the one of the models of the emulated computing device; and

~~code that~~ provide~~s~~ the input command to the application executing in the hosted environment.

2. The non-transitory computer-readable medium of claim 1, wherein the emulated computing device is a mobile computing device.

3. A system, comprising:

at least one computing device; and

a server application executable in the at least one computing device, wherein when executed the server application ~~comprising~~ causes the at least one computing device to at least:

~~logic that identifies~~ identify a model of a computing device and an application that is executable in the computing device;

~~logic that~~ execute~~s~~ the application in a hosted environment and encodes a video signal of the application into a media stream; and

~~logic that encodes~~ generate a user interface for rendering in a client, the user interface including a graphical representation of a physical interface of the model of the computing device~~,~~; and

~~wherein a screen of the~~generate a rendering of at least a portion of the video signal from the media stream on a graphical representation of a physical screen of the model of the computing device ~~is configured to render at least a portion of the video signal from the media stream~~.

4. The system of claim 3, wherein the graphical representation of the physical interface of the model of the computing device includes a graphical representation of at least one input device associated with the model of the computing device.

5. The system of claim 3, wherein the computing device is a mobile computing device.

6. The system of claim 3, wherein when executed the server application further ~~comprises~~ causes the at least one computing device to at least:

~~logic that~~ send~~s~~ the user interface and the media stream to the client;

~~logic that~~ obtain~~s~~ an input command from the client, wherein the user interface is further configured to generate the input command in response to a user interaction with a graphical representation of an input device; and

~~logic that~~ provide~~s~~ the input command to the application through a virtualized input device.

7. The system of claim 3, wherein the model of the computing device is a generic model of the computing device.

8. The system of claim 3, wherein the user interface further comprises a component for initiating a purchase of the application.

9. The system of claim 3, wherein the user interface further comprises a component for adding the application to a list of items.

10. The system of claim 3, wherein the user interface further comprises a component for rotating the graphical representation of the physical interface of the model of the computing device.

11. The system of claim 3, wherein when executed the server application further ~~comprises logic that stops~~ causes the at least one computing device to stop execution of the application upon expiration of a predefined time period.

12. The system of claim 3, wherein the application is not natively executable in the client.

13. The system of claim 3, wherein when executed the server application further ~~comprises logic that encodes~~ causes the at least one computing device to at least encode an audio signal generated by the application into the media stream, wherein the user interface is configured to play out the audio signal in the client.

14. The system of claim 3, wherein the hosted environment comprises a virtualized environment that is configured to virtualize at least one input device, and input data obtained from the client are provided to the application through the at least one input device.

15. A system, comprising:

at least one computing device; and

a server application executable in the at least one computing device, wherein when executed the server application ~~comprising~~ causes the at least one computing device to at least:

~~logic that identifies~~ identify a model of a computing device and an application that is executable in the computing device;

~~logic that~~ execute~~s~~ the application in a hosted environment and encodes an output of the application into a media stream; and

~~logic that encodes~~ generate a user interface for rendering in a client, the user interface including a graphical representation of a physical interface of the model of the computing device~~,~~; and

generate a rending of a video signal on a graphical representation of a physical screen of the model of the computing device, wherein the graphical representation of the physical screen is updated in response to the output of the application in the media stream.

16. The system of claim 15, wherein ~~the graphical representation of the model of the computing device includes a graphical representation of a display device, and~~ the media stream includes data for updating the graphical representation of the ~~display device~~ physical screen.

17. The system of claim 15, wherein the graphical representation of the model of the computing device includes a graphical representation of at least one integrated input device of the model of the computing device.

18. The system of claim 15, wherein the graphical representation of the physical interface of the model of the computing device corresponds to a generic version of the physical interface of the model of the computing device.

19. A method, comprising:

obtaining, in a computing device, a user interface from a server, the user interface including a graphical representation of a physical interface of a mobile computing device;

obtaining, in the computing device, a media stream from the server, the media stream including a video signal that is captured from an application executed in a virtualized environment that emulates the mobile computing device;

rendering, in the computing device, the user interface; and

rendering, in the computing device, the video signal from the media stream on a graphical representation of a physical screen of the mobile computing device.

20. The method of claim 19, further comprising:

obtaining, in the computing device, user input relative to the graphical representation of the physical interface of the mobile computing device;

generating, in the computing device, at least one input command in response to the user input; and

sending, in the computing device, the at least one input command to the server.

21. The method of claim 20, wherein the user input is provided relative to a graphical representation of an input device of the mobile computing device.

22. The method of claim 19, further comprising:

obtaining, in the computing device, a network page regarding the application; and

sending, in the computing device, a request to launch an emulation session for the application to the server.

23. The method of claim 19, further comprising sending, in the computing device, a request to initiate a purchase of the application to the server.

24. The system of claim 3, wherein the video signal includes the graphical representation of the physical interface of the model of the computing device.

25. The system of claim 6, wherein the input command is generated by a mouse device of the client.