Mobile Commerce Applications: The fastest way to get certified for the exams CX-310-252A and CX-310-027. This volume contains tips, tricks, and hints on all the content included in these tests.

Mastering Java 2, J2SE 1.4 An in-depth tutorial on how to use Java 2 Micro Edition to program handheld devices. Although Java is one of the most popular programming languages, it is too powerful to be used on wireless, handheld devices like the Palm-powered Organizers. A miniature version of Java, called Java 2 Micro Edition, has now been created by Sun Microsystems to run specifically on these devices. Written by software developer Eric Giguere, this book provides an authoritative treatment of this new language. Readers will learn what has to be done to make Java workable on these devices and what strategies are required to write programs that don't take up too much memory or run down the device's batteries. The book also provides complete coverage of Java Micro Edition, including the profiles that define the capabilities available to various devices. CD-ROM includes licensed versions of the Java 2 Micro Edition SDK, Waba, and Kaffe. Examples are provided that run on multiple wireless platforms.

Wireless Java Programming with Java 2 Micro Edition

Bluetooth Application Programming with the Java APIs This volume provides a detailed roadmap on how to design a Jini network and make it work. It contains application examples, diagrams and code. It details the common traps and pitfalls and shows how to avoid mistakes happening.

MIDP Style Guide for the Java 2 Platform, Micro Edition The 1.4 version of Java 2 Standard Edition provides many new programming capabilities while making plenty of old tasks easier. But without reliable guidance, you'll find it hard to take advantage of even a fraction of what the new SDK has to offer. Filled with detailed coverage of the new technology, step-by-step instruction, and tips from an acclaimed Java consultant and author, Mastering Java 2, J2SE 1.4 is the resource you'll want to keep within easy reach. Coverage Includes: * Understanding the Java programming language * Building forms with the Swing component set * Creating superior graphics with the Java 2D API * Supporting advanced data structures with the Collections API * Improving the speed of your Java applications * Taking advantage of Swing's support of drag and drop * Understanding OOP concepts, including UML * Working with Java's new assertion capabilities * Using Java's new I/O capabilities: nonblocking read and write operations, application preferences, and logging * Solving tough printing challenges * Working with installation options, including Java Plug-in and Java Web Start * Working with multiple threads and timer tasks

Wireless J2ME Platform Programming The key to Java 2 Micro Edition (J2ME) Application Development is the clear, concise explanations of the J2ME technology in relation to the existing Java platform. This book assumes proficiency with Java and presents strategies for understanding and deploying J2ME applications. The book presents numerous real-world examples, including health care and financial sector examples from the authors' professional experience.

Next Generation Wireless Applications

Java ME on Symbian OS

Mobile Computing and Wireless Communications Wireless Device Programming with Java 2 Micro Edition assumes readers are motivated to build the next generation wireless application by leveraging the J2ME technology. The book provides commercial-quality code and examples primarily based on the industry-leading Motorola phone emulator.

Micro Java Game Development Micro Java Games Development explains game development for devices that support J2ME MIDP. The six parts cover a full range of topics, from a tour of all available micro-devices (Palms, cell phones and pagers), a discussion of software standards apart from J2ME (cell phones, messaging, I-mode and wireless enhancements such as Bluetooth), and available J2ME extensions (Siemens, Ericsson, Nokia), development tools and restrictions, to the creation of a meaty J2ME game!

Wireless Programming with J2ME The example-rich guide to J2ME for experienced Java developers, this volume covers everything developers need to get started with J2ME and achieve powerful results. Includes over 50 well-designed examples—all clearly commented, and thoroughly explained.

J2ME Games with MIDP2 About the Authors C Bala Kumar is a Distinguished Member of the Technical Staff at Motorola. He chaired the industry expert group that defined the Java APIs for Bluetooth wireless technology. He...
De Usuario Y Tutorial Con Cd

Online Library J2me Java 2 Micro Edition Manual

Currently leads the systems software team for wireless platforms at Motorola's Semiconductor Products Sector. Paul J. Kline is a Distinguished Member of the Technical Staff at Motorola and the maintenance lead for the JABWT specification. He has recently worked on the System Software Architecture team in Motorola's Semiconductor Products Sector. Timothy J. Thompson is a Senior Software Engineer on the System Software Architecture team in Motorola's Semiconductor Products Sector. He was the OBEX architect on the JABWT specification team at Motorola.-

Desarrollo de juegos con J2ME Provides a thorough introduction to working with the Mobile Information Device Profile (MIDP) and the APIs used to create applications to run on wireless and embedded devices, as well as information on the java.microedition and core classes and the classes specific to diverse wireless platforms supported by J2ME. Original. (Intermediate)

Java Development on PDAs Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones Covers the optional J2ME APIs that Symbian OS Java is currently supporting Code samples are provided throughout Contains case studies that demonstrate how to develop games and enterprise applications

Mobile Information Device Profile for Java 2 MicroEdition bullish; bullet;Provides real-world projects and copious code examples bullish;Covers topics such as software design for small devices, networking, user interfaces, data storage on Palm and PocketPC devices, synchronization and integration in Web Services bullet;Written by Daryl Wilding-McBride, a Sun Certified Java Developer who has over 10 years of experience developing Palm Applications

Java 2 Micro Edition Application Development JavaTech is a practical introduction to the Java programming language with an emphasis on the features that benefit technical computing. After presenting the basics of object-oriented programming in Java, it delves into Java APIs and more advanced topics such as graphics interfaces and thread processing. It goes on to review network programming and develops Web client-server examples for tasks such as monitoring remote devices. The focus then shifts to distributed computing with RMI. Finally, it examines how Java programs can access the local platform and interact with hardware. Topics include combining native code with Java, communicating via supervisor-stationed processors. An example Web site supports the book with additional instructional materials. JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It will be used as a textbook for programming courses, and by researchers who need to learn Java for a particular task.

Wireless Java A hands-on programming guide for the most active wireless application environment--cell phones and pagers. In his previous book, Java 2 Micro Edition (0-471-39065-8), Eric Giguere showed why Sun's J2ME is fast becoming the dominant language for all handheld devices. In this new book, the Ortiz-Giguere team explains how to use the J2ME Mobile Information Device Profile (MIDP) to write Java applications for wireless devices like cell phones, pagers, and other mobile devices like the Palm VII. J2ME MIDP 2.0 is updated to include coverage of the next version of programs for mobile Java devices. MIDP 2.0 contains many exciting new features, such as sound and multimedia. This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones Covers the optional J2ME APIs that Symbian OS Java is currently supporting Code samples are provided throughout Contains case studies that demonstrate how to develop games and enterprise applications

Programming Java 2 Micro Edition for Symbian OS Although Java is incredibly popular, the standard edition of Java is way too big and bulky to build applications for wireless devices such as PDAs and phones. Thus, Sun has released Java 2, Platform, Micro Edition (J2ME). J2ME has the potential to be as revolutionary in the wireless space as Java has been in the server space. Wireless Java: Developing with J2ME, Second Edition is updated to include coverage of the next version of programs for mobile Java devices. MIDP 2.0 contains many exciting new features, such as sound and multimedia. This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 2.0 and Wireless Java development platform is a topic of interest, and is still a hot topic for shows like JavaOne. * Empowered by info on GUI graphics, sound, and music; enables a beginning wireless Java developer to build games for cell phone and other wireless devices. * Easy-to-read style with lots of practical, hands-on code examples

JavaTech, an Introduction to Scientific and Technical Computing with Java

Enterprise J2ME 1st and only wireless/mobile Java book that covers the Java-based multimedia API for cell phones and other mobile devices. Real world examples using real cell phone that's in common use. Author, Vikram Goyal, is very visible and respected author/expert in the Java community.

Mobile Computing, 2E "Cuts through the hype! Golding's compelling offers visionary, but practical insights. A "must have" reference treatment for all practitioners in the mobile innovation space." --Jag Minhas, Telefónica O2 Europe Second edition of this best-selling guide to Wireless Applications: fully revised, updated and with brand new material! In Next Generation Wireless Applications, Second Edition, the author establishes a picture of the entire mobile application ecosystem, and explains how it all fits together. This edition builds upon the successes of the first edition by offering an up-to-date holistic guide to mobile application development, including an assessment of the applicability of new mobile applications, and an exploration into the developments in a number of areas such as Web 2.0, AJAX, Mobile TV, J2ME, Android, and many more. Key features of this second edition include:

New introductory chapters on trends in mobile application, and on becoming an Operator. Two new chapters on Mobile 2.0 and IMS and Mobilizing Media and TV. Extra material on convergence, Web 2.0, AJAX (Asynchronous JavaScript and XML), HSDPA (High Speed Downlink Packet Access) and MBMS (Multimedia Broadcast Multicast Service), WiMAX (Worldwide Interoperability for Microwave Access) and WiFi. Best practice on how to sell to and work with operators. More insights, anecdotes and sidebars reflecting the author's extensive experience in the industry. Next Generation Wireless Applications will prove essential reading for professionals in mobile operator and mobile application developing companies, web developers, and developer community managers. Media companies, general managers, business analysts, students, business consultants, and Java developers will also find this book captivating. "If you want to understand the future of mobile applications and services, their potential impact and the growth opportunities this is the perfect starting point." --Martin Smith, Head of Content Innovation
Programming Wireless Devices with the Java 2 Platform, Micro Edition (J2ME) is a technology defined by many specifications. These specifications help J2ME address the diverse needs of this wide spectrum of consumer products. This guide describes the architecture of J2ME and demonstrates the various specifications for programming Java applications. Through the use of a tutorial application and various programming examples, the common elements of most applications, namely user interface, event handling, data storage, networking, and input/output are examined. Also covered are design considerations when building software for resource-constrained devices as well as J2ME competition and associated technologies in these devices. Tutorial and API example application source code downloads will be available from the Manning website (www.manning.com).

Beginning J2ME Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications in a step-by-step manner to help you understand and learn how to install these applications onto mobile devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones. Covers the optional J2ME APIs that Symbian OS Java is currently supporting. Code samples are provided throughout. Contains case studies that demonstrate how to develop games and enterprise applications.

Sams Teach Yourself Wireless Java with J2ME in 21 Days Part of the new Cracking the Code Series. Wireless Programming with J2ME provides a look at the code behind wireless Java applications. Think of J2ME as a tiny Java specifically for mobile devices -- perfect for bringing powerful, robust applications to mobile phone, pagers, PDAs, and other handhelds. Writing applications for handheld and mobile devices is different than regular Java programming. Mobile developers have to deal with limited screen real estate, bandwidth and computing power. This book covers six wireless applications complete with Flow Diagrams and line-by-line code description. It covers all of J2ME including CDC, CLDC and MIDP with an emphasis on practical code.

Human Interface and the Management of Information. Methods, Techniques and Tools in Information Design bull; Covers basic J2ME profiles and popular mobile Java APIs fresh from the Java Community Process bull; Explains wireless Java technologies that enable mobile commerce and Web services bull; Provides complete sample code for each technology covered bull; Written by award-winning author, Michael Yuan -- JavaWorld columnist for the “Wireless Java” column.

Programming Wireless Devices with the Java 2 Platform bull; Provides a key overview and introduction to J2ME and two vital J2ME technologies - Mobile Information Device Profile (MIDP) 2.0 and Connected Limited Device Configuration (CLDC) bull; Shows how to build, develop, and code J2ME Applications, how to understand the Game Profile API and the latest J2ME security enhancements bull; Written by the architects of the Java 2 Micro Edition platform. The Java Virtual Machine Specification This is a step-by-step guide to successful wireless application design and development with Sun’s Java 2 Micro Edition platform. Authored by one of Sun’s leading wireless application consultants, it covers every key feature of the J2ME platform, and every step of the process -- from architecture through deployment. Piroumian begins by introducing the J2ME computing platform, key terminology, basic concepts, and application development process. Next, you’ll walk through creating, compiling, preparing, executing, and debugging J2ME applications. One step at a time, you’ll master J2ME MIDP platform’s high-level and low-level APIs, user interface components, persistent storage mechanisms, and services for networking and distributed programming. The book teaches how to build applications from the ground up, using running examples. All topics are introduced in a logical order where each concept builds upon the ones that precede it. Piroumian also covers architecture and its impact on the developer; and introduces key elements of a complete wireless solution, including gateways, Internet portal interfaces, and wireless application interfaces.

Java 2 Micro Edition Explorers J2ME, covering topics including graphical user interfaces for small devices, designing applications for wireless environments, and the Mobile Information Device Profile.

J2ME in a Nutshell This is the first of a two-volume set that constitutes the refereed proceedings of the Symposium on Human Interface 2007, held in Beijing, China in July 2007. It covers design and evaluation methods and techniques, visualizing information, retrieval, searching, browsing and navigation, development methods and techniques, as well as advanced interaction technologies and techniques.

J2ME Enterprise Development Sun’s J2ME® Platform brings unprecedented power and platform independence to the wireless market. Sun has collaborated with virtually every wireless leader, including Motorola, Nokia, NTT DoCoMo, Palm, RIM, and Siemens. Now, a team of J2ME creators and leading-edge developers have come together to present the definitive guide to real-world J2ME development. Whether you’re building next-generation cell phones, two-way pagers, personal organizers, or any other wireless device, this book delivers the specific techniques you need to succeed. Programming Wireless Devices With the J2ME® Platform starts with a much-needed general introduction and technical overview of J2ME technology and standards, and presents detailed case studies.
demonstrating J2ME at work in actual applications. The authors introduce key J2ME standards such as Connected, Limited Device Configuration (CLDC) and Mobile Information Device Profile (MIDP); and show how to maximize performance, portability, and consistency in real-world J2ME development. For wireless developers, consumer and embedded systems engineers, and all Java developers who want to leverage their expertise in next-generation wireless application development.

Java 2 Micro Edition

Java a Tope: J2me (java 2 Micro Edition). Mobile Computing technology addresses challenges that enable the realization of the global village concept where people can seamlessly access any information from anywhere through any device, while stationary or even at a state of mobility. This book covers all the communication technologies starting from First Generation to Third Generation cellular technology, wireless LAN/WiFi, and wireless broadband(WiMax). It covers intelligent networks (IN) and emerging technologies like mobile IP, IPv6, and VoIP (Voice over IP). Written by a professional who has worked on several technologies, the book is replete with illustrations, examples, programs, interesting asides and much more! A storehouse of the most recent developments in the world of wireless, the book aims to fulfill the growing information and knowledge needs of a vast segment of interested audience: students, professionals, teachers and even non-technical people. Since it provides the big picture of all the technologies from CTI (computer technology interface) to 3G (third generation) including Bluetooth, IN, WiFi and WiMax, as well as the service creation aspects, the book will be an indispensable repository of contemporary developments in the ever-expanding field of wireless services and mobile computing.

J2ME, Java 2 Micro Edition Mobile Commerce Applications addresses and explores the critical architectural issues in constructing m-commerce applications and in applying mobile technologies in different areas, including methodologies, enabling technologies, models, paradigms, architectures, standards and innovations.

Core J2ME Technology & MIDP J2ME(TM) Enterprise Development Your Java 2 Micro Edition Road Map Java 2 Micro Edition is a key enabling technology for the current explosion in wireless applications and small computing devices. This hands-on developer's guide shows you how to use standard J2ME packages such as CLDC (Connected Limited Device Configuration) and MIDP (Mobile Information Device Profile) as platforms for a wide range of enterprise applications. Discussions of J2ME's capabilities and limitations compared with other Java editions help you understand where and how to put J2ME to use. Enterprise-level examples include a detailed, end-to-end solution that demonstrates a portable GUI, data storage, back-end connectivity, and other key aspects of J2ME development. Put J2ME to Work * Set up the J2ME application environment and run a sample application * Target J2ME devices using CLDC- or CDC-based profiles * Get up to speed on J2ME virtual machines, such as KVM and CVM * Learn the latest server-side technologies for wireless applications * Explore alternative designs using J2ME-based messaging technologies * Find answers fast in a complete MIDP API reference * Learn to debug MIDlets using the proxy debugger * Explore enterprise programming in a multitiered environment * Create a complete enterprise application for MIDP-enabled devices

Learning Wireless Java In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found ‘under-the-hood’. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DaJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendices onSNAP Mobile technology and WidSets. With over ten years’ experience in Java technologies and over four years’ experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms.

Developing Jini Applications Using J2ME Technology J2ME es la versión del lenguaje de programación Java destinada al desarrollo de aplicaciones para teléfonos móviles, PDAs y dispositivos similares. La proliferación de estos dispositivos hace que actualmente J2ME esté muy extendido y sea un estándar en el mercado, y la mejora de sus capacidades hace posible lograr aplicaciones cada vez más ambiciosas. Dentro de este ámbito, sin duda el campo que está teniendo un mayor éxito es el de la creación de juegos. El objetivo de este libro es enseñar al lector todos los elementos de que dispone J2ME para el desarrollo de aplicaciones y en especial para juegos. Comienza con una extensa introducción a J2ME, de tal forma que no es necesario el conocimiento previo de dicho lenguaje, y se explica cómo desarrollar aplicaciones genéricas, con conexión a red, interfaces de usuario avanzadas y almacenamiento de datos en el terminal. Se cubre tanto la última versión (2.0) como las versiones anteriores. El resto de la obra se dedica a la creación de juegos con J2ME. Se desarrollan tres juegos completos, en los que se explica gran cantidad de trucos y técnicas avanzadas para los juegos profesionales. Por último, se estudia el funcionamiento del API multimedia de J2ME, que nos permite trabajar con sonidos y demás elementos multimedia, así como el API 3D, de reciente aparición. Con este libro, y con unos conocimientos básicos de Java, aprenderá a desarrollar juegos realmente profesionales para aquellos dispositivos que emplean J2ME en su programación.

Java 2 Developer This second edition of the official, definitive description of the Java Virtual Machine covers the many fundamental changes incorporated into the newest version of the Java Development Kit.

Programming Java 2 Micro Edition for Symbian OS Sams Teach Yourself Wireless Java with J2ME in 21 Days begins by establishing the basic parameters of J2ME development and its uses in building wireless applications. The tutorial chapters introduce both text and graphical application development for typical wireless devices. Finally, the book presents the major types of applications that the wireless developer will build-information management, communications, games, etc. The book also introduces the basic concepts of networking wireless devices through Java.