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Salma Ait Fares, Fumiyuki Adachi

Beginning Java ME Platform Ray

Rischpater, 2008-11-23 Have you thought about building games for your cell phone or other wireless devices? Whether you are a first-time wireless Java developer or an experienced professional, *Beginning Java™ ME Platform* brings exciting wireless and mobile Java application development right to your door and device! *Beginning Java™ ME Platform* empowers you with the flexibility and power to start building Java applications for your Java-enabled mobile device or cell phone. The book covers sound HTTPS support, user interface API enhancements, the Mobile Media API, the Game API, 3D graphics, Bluetooth, and more. Furthermore, this book is easy to read and includes many practical, hands-on, and ready-to-use code examples.

J2ME in a Nutshell Kim Topley, 2002 This guide provides a solid, no-nonsense reference to the Ralphabet soupS of micro edition programming, covering the CLDC, CDC, KVM and MIDP APIs. The book also includes tutorials for the CLDC, KVM, MIDP and MIDlets, MIDlet user interfaces, networking and storage, and advice on programming small handhelds.

Wireless J2ME Platform Programming Vartan Piroumian, 2002 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 processing. 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.

Bluetooth Application Programming with the Java APIs Essentials Edition Timothy J. Thompson, C Bala Kumar, Paul J. Kline, 2008-04-02 Adoption of Bluetooth wireless technology has become ubiquitous in the last few years. One of the biggest steps forward is the standardization of Java APIs for Bluetooth wireless technology (JABWT). The latest updates to this standard is explained in detail in this book. The JABWT standard, defined by the JSR-82 Java Specification Request, supports rapid development of Bluetooth applications that are portable, secure, and highly-usable. Wireless device manufacturers have responded overwhelmingly to the JABWT specification by implementing JABWT applications in mobile phones and other personal wireless

communications products. Bluetooth Application Programming Essentials: Programming with the Java APIs explains in detail how to write Bluetooth applications using the Java APIs to exploit the power of both technologies. Written by the specification lead for JSR-82 and two other key participants in developing the standards of JABWT, this book provides the authoritative explanations and concrete examples needed to get started right away. This book provides embedded Java developers with to-the-point information on the APIs in the specification with detailed programmatic examples of the APIs in use. A NEW chapter on the Push Registry definition (a new feature in the 1.1 version of JSR-82) has been added. Finally, the new Essentials version of the book will update the remaining chapters to reflect changes in the latest Bluetooth spec (2.1) and the industry as a whole. By focusing only on the essentials, this concise resource enables software and hardware vendors to quickly develop Bluetooth applications for mobile devices in an increasingly competitive market. The updated material examines crucial programming areas (including RFCOMM, OBEX, device discovery, service discovery, and L2CAP), which allows developers to not only successfully design, but master and build Java APIs for Bluetooth Wireless Technology. Includes a new and valuable chapter that delineates the pivotal Push Registry feature - a recent development that will help programmers avoid the common problem of connection collision. By providing real-world issues and problems involved in implementing the Java APIs specification, the book allows developers to

identify with the text and encourages repeated reference.

Advances in Electric and Electronics Wensong Hu, 2012-03-13 This volume contains 108 full length papers presented at the 2nd International Conference on Electric and Electronics (EEIC 2012), held on April 21-22 in Sanya, China, which brings together researchers working in many different areas of education and learning to foster international collaborations and exchange of new ideas. This volume can be divided into two sections on the basis of the classification of manuscripts considered: the first section deals with Electric and the second section with Electronics.

New Trends in Software Methodologies, Tools and Techniques Hamido Fujita, Mohamed Mejri, 2006 Software is the essential enabler for the new economy and science. It creates new markets and new directions for a more reliable, flexible, and robust society. It empowers the exploration of our world in ever more depth. However, software often falls short behind our expectations. Current software methodologies, tools and techniques remain expensive and not yet reliable for a highly changeable and evolutionary market. Many approaches have been proven only as case-by-case oriented methods. This book presents a number of new trends and theories in the direction in which we believe software science and engineering may develop to transform the role of software and science in tomorrow's information society. This publication is an attempt to capture the essence of a new state-of-art in software science and its

supporting technology. It also aims at identifying the challenges such a technology has to master.

Wireless Game Development in Java with MIDP 2.0
Ralph Barbagallo, 2004 This book features step-by-step examples in a major game programming areas such as graphics, GUI, networking, tiles, animation, and sound.

Near Field Communication (NFC) Vedat Coskun, Kerem Ok, Busra Ozdenizci, 2011-12-28 This book provides the technical essentials, state-of-the-art knowledge, business ecosystem and standards of Near Field Communication (NFC) by NFC Lab – Istanbul research centre which conducts intense research on NFC technology. In this book, the authors present the contemporary research on all aspects of NFC, addressing related security aspects as well as information on various business models. In addition, the book provides comprehensive information a designer needs to design an NFC project, an analyzer needs to analyze requirements of a new NFC based system, and a programmer needs to implement an application. Furthermore, the authors introduce the technical and administrative issues related to NFC technology, standards, and global stakeholders. It also offers comprehensive information as well as use case studies for each NFC operating mode to give the usage idea behind each operating mode thoroughly. Examples of NFC application development are provided using Java technology, and security considerations are discussed in detail. Key Features: Offers a complete understanding of the NFC technology, including standards, technical essentials,

operating modes, application development with Java, security and privacy, business ecosystem analysis Provides analysis, design as well as development guidance for professionals from administrative and technical perspectives Discusses methods, techniques and modelling support including UML are demonstrated with real cases Contains case studies such as payment, ticketing, social networking and remote shopping This book will be an invaluable guide for business and ecosystem analysts, project managers, mobile commerce consultants, system and application developers, mobile developers and practitioners. It will also be of interest to researchers, software engineers, computer scientists, information technology specialists including students and graduates.

Programming Wireless Devices with the Java 2 Platform Roger Riggs, 2003 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

Beginning J2ME Sing Li, Jonathan Knudsen, 2006-10-31 * J2ME or 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.

Programming Java 2 Micro Edition for Symbian OS
Martin de Jode, 2004-10-22 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

Learning Wireless Java Qusay H. Mahmoud, 2002 A solid introduction to working with the Mobile Information Device Profile (MIDP), which contains the APIs designed specifically for writing applications that need to run on wireless and embedded devices. It includes reference material on the core and javax.microedition classes, as well as on the classes specific to the various wireless platforms the J2ME supports.

Location-Based Information Systems Miguel A. Labrador, Alfredo J. Perez, Pedro M. Wightman, 2010-10-21 Drawing on the authors' more than six years of R&D in location-based information systems (LBIS) as well as their participation in defining the Java ME Location API 2.0, **Location-Based Information Systems: Developing Real-Time Tracking Applications** provides information and examples for creating

real-time LBIS based on GPS-enabled cellular phones

Developing Multi-Agent Systems with JADE Fabio Luigi Bellifemine, Giovanni Caire, Dominic Greenwood, 2007-03-13 Learn how to employ JADE to build multi-agent systems! JADE (Java Agent DEvelopment framework) is a middleware for the development of applications, both in the mobile and fixed environment, based on the Peer-to-Peer intelligent autonomous agent approach. JADE enables developers to implement and deploy multi-agent systems, including agents running on wireless networks and limited-resource devices. Developing Multi-Agent Systems with JADE is a practical guide to using JADE. The text will give an introduction to agent technologies and the JADE Platform, before proceeding to give a comprehensive guide to programming with JADE. Basic features such as creating agents, agent tasks, agent communication, agent discovery and GUIs are covered, as well as more advanced features including ontologies and content languages, complex behaviours, interaction protocols, agent mobility, and the in-process interface. Issues such as JADE internals, running JADE agents on mobile devices, deploying a fault tolerant JADE platform, and main add-ons are also covered in depth. Developing Multi-Agent Systems with JADE: Comprehensive guide to using JADE to build multi-agent systems and agent orientated programming. Describes and explains ontologies and content language, interaction protocols and complex behaviour. Includes material on persistence, security and a semantics framework.

Contains numerous examples, problems, and illustrations to enhance learning. Presents a case study demonstrating the use of JADE in practice. Offers an accompanying website with additional learning resources such as sample code, exercises and PPT-slides. This invaluable resource will provide multi-agent systems practitioners, programmers working in the software industry with an interest on multi-agent systems as well as final year undergraduate and postgraduate students in CS and advanced networking and telecoms courses with a comprehensive guide to using JADE to employ multi agent systems. With contributions from experts in JADE and multi agent technology.

Next Generation Wireless Applications Paul Golding, 2008-04-30 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 02 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, 3G, Mobile TV, J2ME (Java 2 Micro Edition) 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 present 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 & Applications, T-Mobile

Java 2 Micro Edition Eric Giguère, 2002-03-14 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 Connected Organizer. 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.

Mobile and Wireless Communications Salma Ait Fares, Fumiyuki Adachi, 2010-01-01 Mobile and wireless communications applications have a clear impact on improving the humanity wellbeing. From cell phones to wireless internet to home and office devices, most of the applications are converted from wired into wireless communication. Smart and advanced wireless communication environments represent the future technology and evolutionary development step in homes, hospitals, industrial, vehicular and transportation systems. A very appealing research area in these environments has been the wireless ad hoc, sensor and mesh networks. These networks rely on ultra low powered processing nodes that sense surrounding environment temperature, pressure, humidity, motion or chemical hazards, etc. Moreover, the radio frequency (RF) transceiver nodes of such networks require the design of transmitter and receiver equipped with high performance building blocks including antennas,

power and low noise amplifiers, mixers and voltage controlled oscillators. Nowadays, the researchers are facing several challenges to design such building blocks while complying with ultra low power consumption, small area and high performance constraints. CMOS technology represents an excellent candidate to facilitate the integration of the whole transceiver on a single chip. However, several challenges have to be tackled while designing and using nanoscale CMOS technologies and require innovative idea from researchers and circuits designers. While major researchers and applications have been focusing on RF wireless communication, optical wireless communication based system has started to draw some attention from researchers for a terrestrial system as well as for aerial and satellite terminals. This renewed interested in optical wireless communications is driven by several advantages such as no licensing requirements policy, no RF radiation hazards, and no need to dig up roads besides its large bandwidth and low power consumption. This second part of the book, *Mobile and Wireless Communications: Key Technologies and Future Applications*, covers the recent development in ad hoc and sensor networks, the implementation of state of the art of wireless transceivers building blocks and recent development on optical wireless communication systems. We hope that this book will be useful for students, researchers and practitioners in their research studies.

Embedded Java Security Mourad Debbabi, Mohamed Saleh, Chamseddine Talhi, Sami Zhioua, 2007-03-20

This book is a comprehensive presentation of embedded Java security. It is compared with the security model of the Java 2 Standard Edition in order to view the impact of limited resources on security. No other book specifically addresses the topic of embedded Java security. Furthermore, the book provides hints and suggestions as ways for hardening security, and offers researchers and practitioners alike a broader and deeper understanding of the issues involved in embedded Java security, and – as a larger view - mobile devices security. The author is a well-known authority and expert in mobile computing and embedded devices.

Pro J2ME Polish Robert Virkus,2006-11-22 * The primary book on the J2ME Polish open source tool * Written by Robert Virkus, the lead programmer and architect of J2ME Polish * Discusses every aspect of J2ME Polish in-depth, including installing, using, and extending * Includes hands-on tutorials that encourage the reader to apply their acquired knowledge

J2ME Games with MIDP2 Carol Hamer,2004-06-01

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