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J2ME PROGRAMMING*

TUTORIAL PRESENTATION

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Major topics and their time allocations (total 90 minutes or longer)

1. Why J2ME programming? (5 minutes)

Handheld devices, such as programmable cell phones and personal digital assistants (PDAs), have already become more numerous than PCs. Students need to be prepared today to work on the most widely available computing platforms of tomorrow. With their small size and mobility, these handheld devices present both new opportunities and unique software engineering challenges. J2ME stands for Java 2 Micro Edition that is one of the three Java Editions (J2SE, J2EE, and J2ME) specially designed for handheld devices. J2ME plus handheld devices are the platforms for wireless Internet and mobile business in the future.

2. Introduction to J2ME (20 minutes)

A brief introduction about the architecture of the J2ME package, the configuration and the profile, the installation process, and the WToolkit is given as the starting point of the J2ME programming. The J2ME programming can be categorized into two fields: stand-alone applications and distributed wireless applications.

3. Programming with games (30 minutes)

The first field is the stand-alone applications. Using game programming as an interesting aspect to demonstrate the J2ME programming environment and capability.

4. Wireless applications (30 minutes)

The second field is the distributed wireless applications. Tomcat is used as the server. A client remotely accesses the server through the wireless network will illustrate the concepts of wireless Internet and mobile business.

5. Questions and discussions (5 minutes)

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