

## Exercise 5: Prototyping a mobile phone application

(Per-group homework, 2 weeks)

### 1 Application

Select one of the following applications, develop a paper prototype and implement the application using J2ME, Flash lite or Python.

#### *Vocable trainer*

An application which realizes a vocable trainer with the following functions:

- add a new dictionary entry
- show German word -> request English word
- show English word -> request German word

#### *Who wants to be a millionaire?*

An application which realizes a “Who wants to be a millionaire?” application with the following functions:

- add a new question including 4 answers of which just one is correct
- show an arbitrarily selected question including the possible answers
- selection of one answer and indication whether the answer was correct or not

### 2 Paper prototype of one selected application

Develop a paper prototype of your application including all key screens. This prototype should then be tested by two other persons. These persons have to fulfill tasks described in “1 Application”.

### 3 Implementation of one selected application

The prototype supporting the described functions should be implemented using J2ME (preferred), Flash Lite or Python.

#### **Submission**

Submit your solution (photos of the paper prototype and the 2 other persons using you paper prototype, source files) via email to Arnd Vitzthum ([arnd.vitzthum@ifi.lmu.de](mailto:arnd.vitzthum@ifi.lmu.de)) by Tuesday, June 26, 9 a.m. You may solve the tasks in team work. Try to keep the attachment size below 5 MB.

#### **Links**

Java ME: <http://java.sun.com/javame/>

Flash Lite: <http://www.adobe.com/products/flashlite/>

Python for S60: <http://opensource.nokia.com/projects/pythonfors60/>