Exercise 1 – Praktikum Mobile Productivity

Introduction to Java ME

This exercise aims at introducing you to the basics of Java ME [1] development as well as giving you a first knowledge about the user interface API.

- For the first exercise, make yourself familiar with the given source-code for a Java ME-Hello-World MIDlet [2].
- Add an input field so that you can insert an arbitrary string (e.g. your name) and display it on the screen instead of "Hello World".
- In addition, add your own code in order to display any image on the screen. For this purpose you can use the provided image "ex1.png" [2].

The next pages contain some information and introduction for Java ME and other technologies needed for this course, in order to help you solve this exercise.

Each student must check-in his/her own solution to his team's SVN folder by **Monday, October 23rd, 12 p.m.** Create a sub-folder named after you and insert a folder called *excercise1* containing your solution.

Resources

[1] http://java.sun.com/javame/index.jsp
[2] https://wiki.medien.ifi.lmu.de/pub/Main/PraktikumMobileProductivityWS0607/exercise1.zip

Appendix 1.1 – SVN

Your solutions have to be submitted using SVN [3], because it will train you how to use SVN correctly, which will be essentially when the group phase of the practical course starts.

Clients for SVN are available for different operating systems. A very easy to use client is tortoise SVN [4].

For further information on SVN see the slides [5].

Appendix 1.2 – IDEs and APIs

We recommend two different IDEs for Java ME development. APIs are included in the WTK [9] packages.

Netbeans
The Netbeans IDE [6] supports every part of the Java ME application development cycle as long as the Netbeans Mobility Pack [7] is installed on your PC.

Eclipse
Even though Java ME development is more complicated using Eclipse, it might be the better choice for you if you are highly experienced in the usage of Eclipse.
To enable Eclipse of creating Java ME applications you need to install the eclipse IDE [8] at first. After that you need to have a Wireless Toolkit installed like the Sun Wireless Toolkit [9].
Finally you need the EclipseME [10] extension, which can be installed manually as well as automatically with your IDE. For a detailed installation-description of EclipseME see [11].

Resources

[3]   http://subversion.tigris.org/
[4]   http://tortoisesvn.tigris.org/
[5]   http://www.medien.ifi.lmu.de/fileadmin/mimuc/mmp_ss04/Projektaufgabe/mmp-subversion.pdf
[6]   http://www.netbeans.org/products/ide/
[7]   http://www.netbeans.org/products/mobility/
[8]   http://www.eclipse.org/
[9]   http://wireless.java.sun.com
[10] http://eclipseme.org
[11] http://eclipseme.org/docs/index.html

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Appendix 1.3 – Java ME

For your first Java ME application you have to make yourself familiar with the basics of Java ME. The document [12] will give you a very good introduction to all the concepts and classes you will need to finish this exercise.
For further information you can also take a look at the Nokia usability guidelines [13] for series 60 mobile phones.

Resources

[12] http://www.forum.nokia.com/info/sw.nokia.com/id/140a7bbd-1bc5-47c3-af61-9b2e41be108a/DP_2_0_for_Series_60_Designing_Java_Applications_v1_0_en.pdf.html
[13] http://www.forum.nokia.com/info/sw.nokia.com/id/4ac4491e-d232-459a-81a5-888f770cd719/Series_60_DP_2_0_Usability_Guidelines_For_Enterprise_Applications_v1_0_en.pdf.html