List of Practicals [Mobile Computing]

1. Write a simple program for displaying "Hello, World" on your mobile screen using J2ME Wireless Toolkit.

2. Write a simple program for drawing Line ,arc using graphic class using J2ME Wireless Toolkit.

3. Write a simple program for creating image using imageclass using J2ME Wireless Toolkit.

4. Write a simple program for design of Calendar for any given month and year using J2ME Wireless Toolkit.

5. Write a program for writing and formatting of text in WML.

6. Write a program for navigation between cards and deck in WML

7. Write a program for displaying of Image using WML.

8. Write a program for table properties of WML.

9. Write a program for acquiring user inputs in WML.

10. Write a program for WML scripts basics.

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