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Mobile Application Development Lab

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LAB 1

Install any relevant software such as Java Wireless Toolkit(J2ME) or Android Studio to develop mobile applications

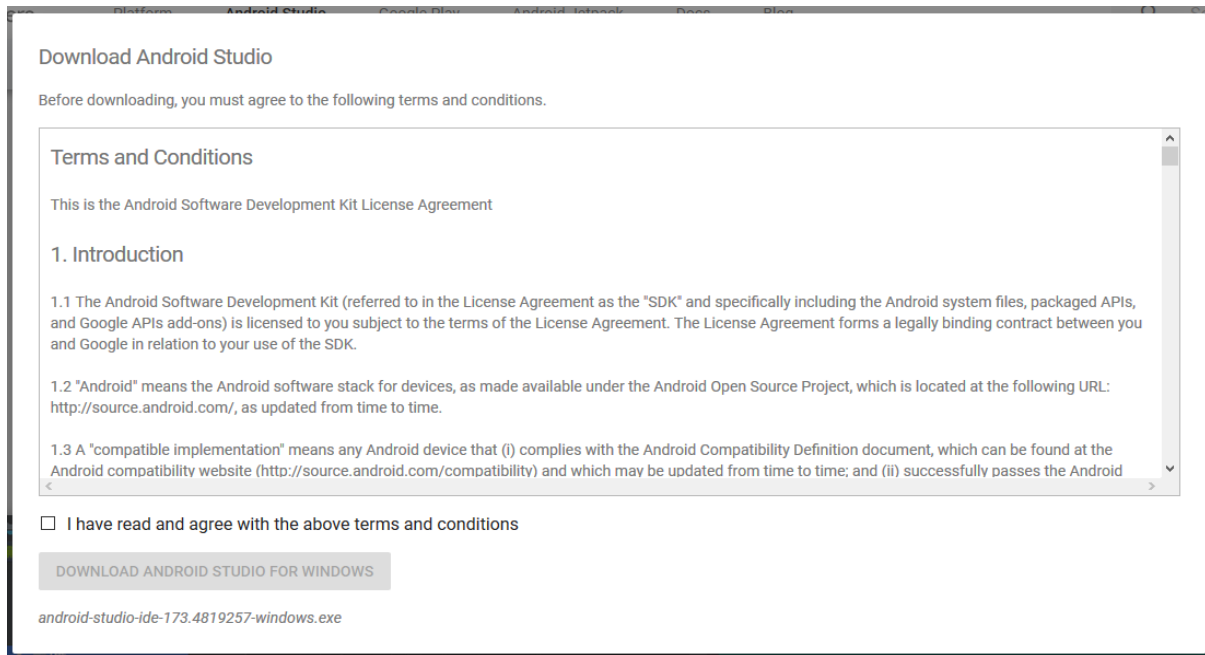
Android Studio

Installation steps:

1: Download the Android Studio executable or zip file from android site.

2: Click on the Download Android Studio Button.

Click on the checkbox “I have read and agree”.

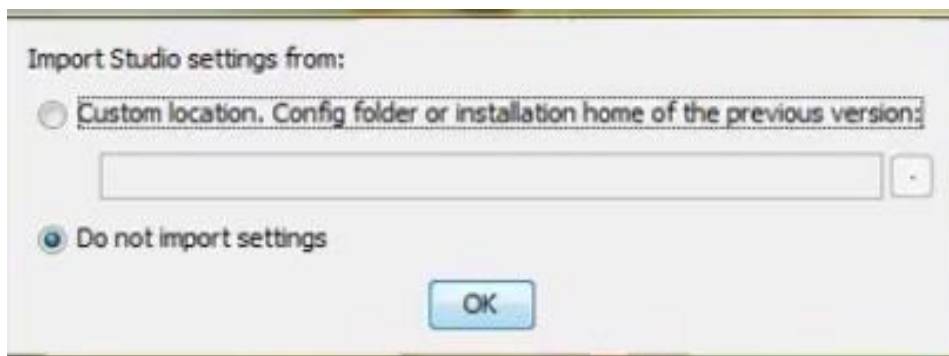


3: Click on next button in given dialog box.



4: It will start the installation and will show completed once done.

5: Once “Finish” is clicked, it will ask whether the previous settings need to be imported or not .Choose as per your requirements.



6: This will start the Android Studio.
Now it will find the available SDK components.

7: After it has found the SDK components, it will redirect to the Welcome dialog box. Choose Standard and click on Next. Now choose the theme, whether you want the Light theme or the Dark theme

8: Now it will begin to download the SDK components.

The Android Studio has been successfully configured. Now it's time to launch and build apps. Click on the Finish button to launch it.

LAB 2

Working with J2ME Features

- a. Create a program which creates a menu
 - b. Event Handling
-

Working with J2ME Features

- a. Create a program which creates a menu
- b. Event Handling
- c. Input Checking

a)

Simple Menu creation with j2me

```
import javax.microedition.lcdui.*;
```

```
import javax.microedition.midlet.*;
```

```
public class Menudriven extends MIDlet implements CommandListener {
```

```
    Display = null;
```

```
    List menu = null;
```

```
    TextBox input = null;
```

```
    static final Command backCommand = new Command("Back", Command.BACK, 0);
```

```
    static final Command mainMenuCommand = new Command("Main",  
Command.SCREEN, 1);
```

```
    static final Command exitCommand = new Command("Exit", Command.STOP, 2);
```

```
    String currentMenu = null;
```

```
    public Menudriven() {
```

```
    }
```

```

public void startApp() {
    display = Display.getDisplay(this);

    menu = new List("Menu Items", Choice.IMPLICIT);
    menu.append("Item1", null);
    menu.append("Item2", null);
    menu.append("Item3", null);
    menu.append("Item4", null);
    menu.append("Item5", null);
    menu.addCommand(exitCommand);
    menu.setCommandListener(this);

    mainMenu();
}

public void pauseApp() {

}

public void destroyApp(boolean unconditional) {
    notifyDestroyed();
}

void mainMenu() {
    display.setCurrent(menu);
    currentMenu = "Main";
}

```

```

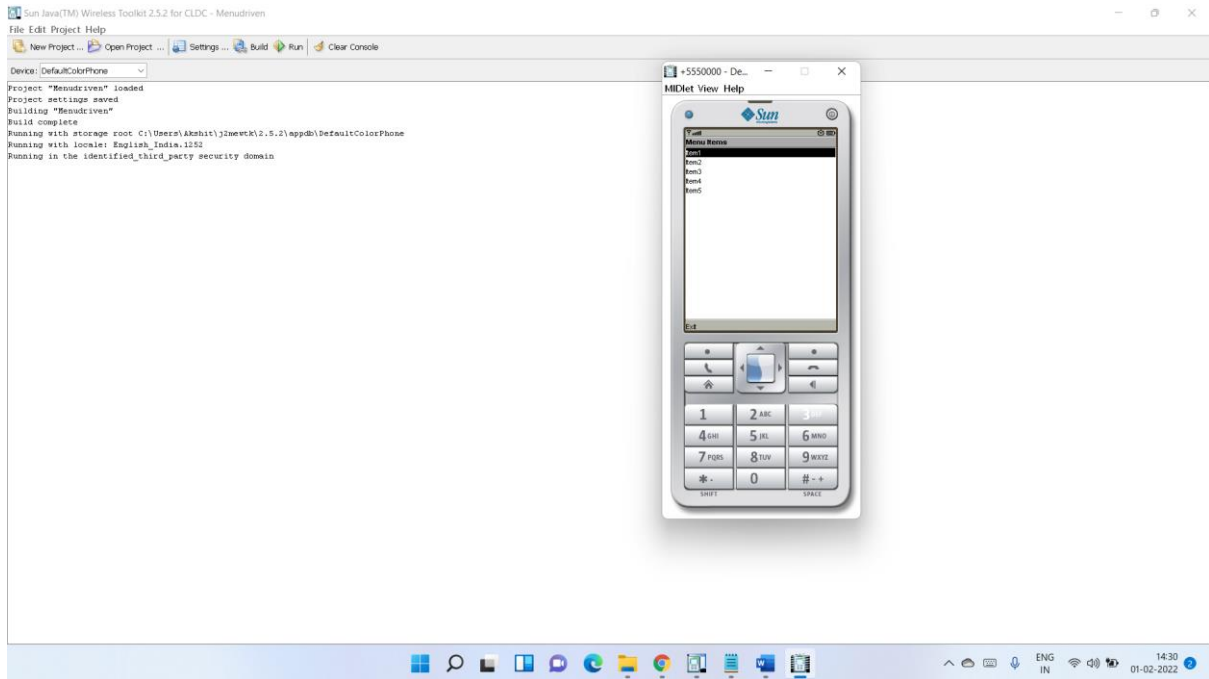
public void commandAction(Command c, Displayable d) {
    String label = c.getLabel();
    if (label.equals("Exit")) {
        destroyApp(true);
    } else if (label.equals("Back")) {
        if(currentMenu.equals("item1 ") || currentMenu.equals("item2") ||
currentMenu.equals("item3")|| currentMenu.equals("item4")|| currentMenu.equals("item5"))
            {

                mainMenu();
            }

    }

}
}

```



b) event handling

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class Event extends MIDlet {

    Display;

    Command exit;

    public Event() {
        display = Display.getDisplay(this);
    }

    public void destroyApp (boolean unconditional) {

    }

    public void pauseApp () {
        System.out.println("App paused.");
    }

    public void startApp () {
        display = Display.getDisplay(this);
        Canvas = new Canvas() {
```

```

public void paint(Graphics g) {
}

protected void keyPressed(int key) {
if (key > 0) {
System.out.println( ((char)key)+"was"+"pressed ");
} else {
System.out.println("keyPressed action "
+getGameAction(key));
}
}

protected void keyReleased(int key) {
if (key > 0) {
System.out.println( ((char)key)+"was"+"released");
} else {
System.out.println("keyReleased action "
+getGameAction(key));
}
}
};

exit = new Command("Exit", Command.STOP, 1);
canvas.addCommand(exit);
canvas.setCommandListener(new CommandListener() {
public void commandAction(Command c, Displayable d) {
if(c == exit) {
notifyDestroyed();
} else {
System.out.println("Saw the command: "+c);
}
}
}
}

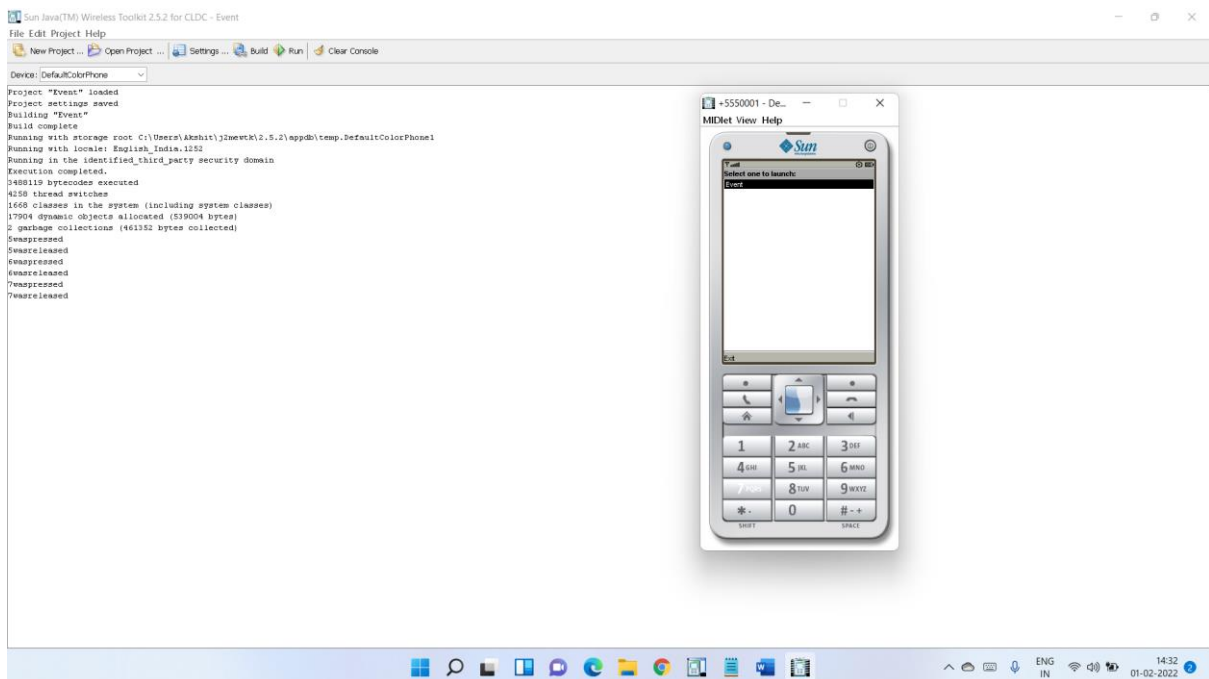
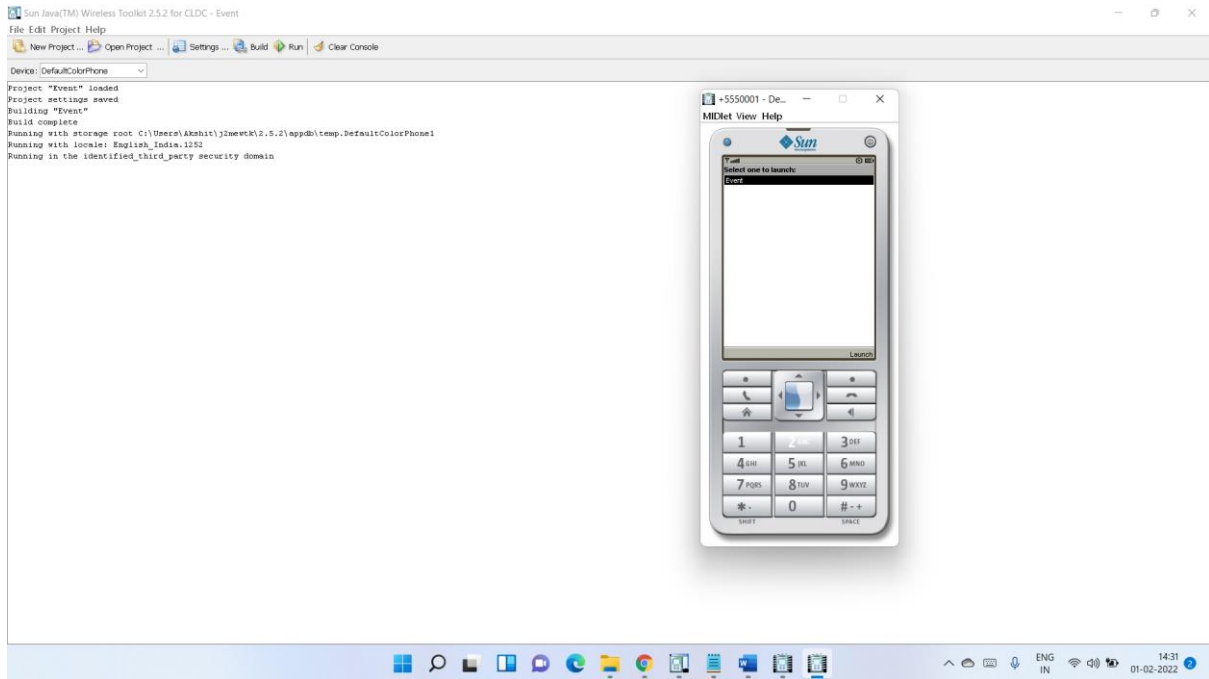
```

```
});

display.setCurrent(canvas);

}

}
```



c) input checking

```
import javax.microedition.midlet.*;
```

```
import javax.microedition.lcdui.*;
```

```
public class Inputcheck extends MIDlet implements CommandListener {  
    Display;
```

```
    TextField user = new TextField("Login", "", 20, TextField.ANY);
```

```
    TextField password = new TextField("Password", "", 20, TextField.PASSWORD);
```

```
    Form = new Form("Sign in");
```

```
    Command cancel = new Command("Cancel", Command.CANCEL, 2);
```

```
    Command login = new Command("Login", Command.OK, 2);
```

```
    public void startApp() {  
        display = Display.getDisplay(this);  
        form.append(user);  
        form.append(password);
```

```

form.setCommandListener(this);
display.setCurrent(form);

form.addCommand(cancel);
    form.addCommand(login);
}

public void pauseApp() {
}

public void destroyApp(boolean unconditional) {
    notifyDestroyed();
}

public void validateUser(String name, String password) {
    if (name.equals("AKSHIT") && password.equals("123")) {
        menu();
    } else {
        tryAgain();
    }
}

public void menu() {
    List services = new List("Choose one", Choice.EXCLUSIVE);
    services.append("Contact", null);
    services.append("Address", null);

    display.setCurrent(services);
}

```

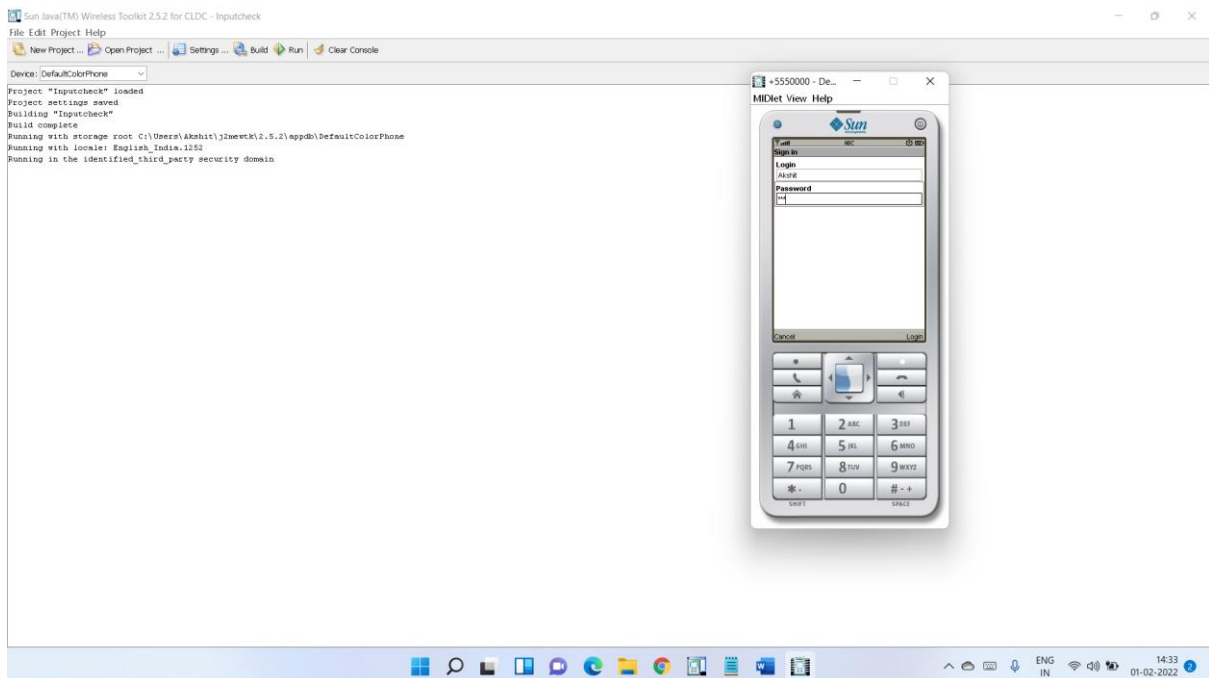
```

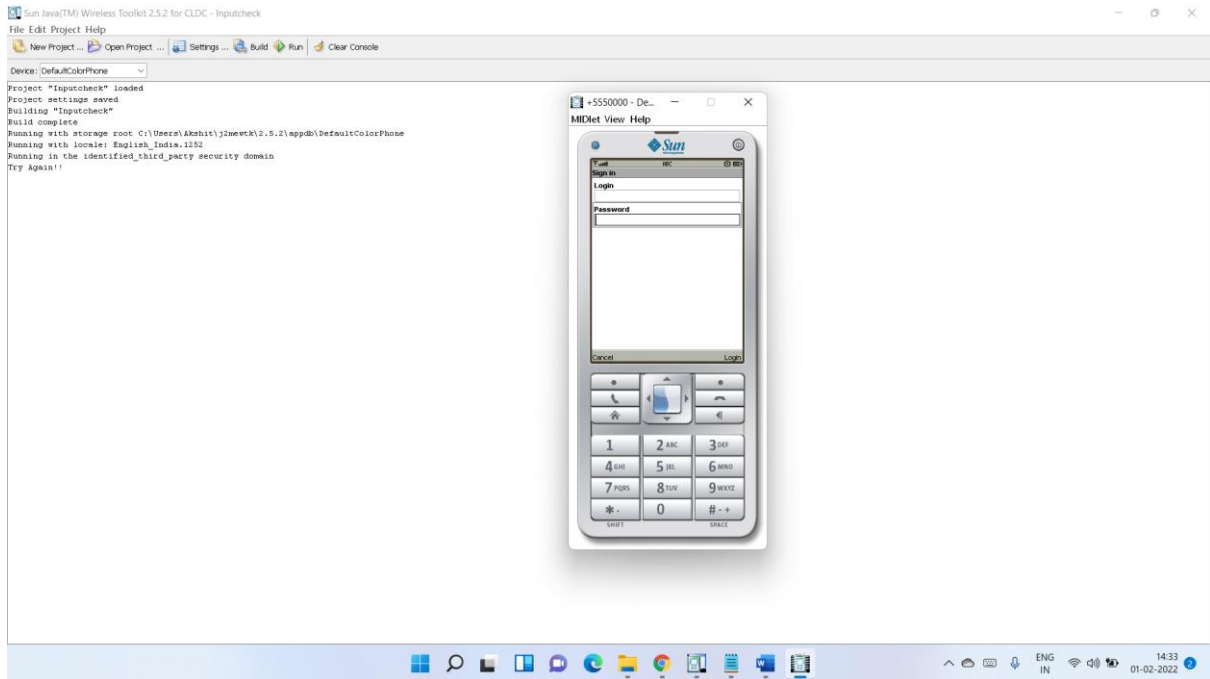
public void tryAgain() {
    System.out.println("Try Again!!");

    user.setString("");
    password.setString("");
    display.setCurrent(form);
}

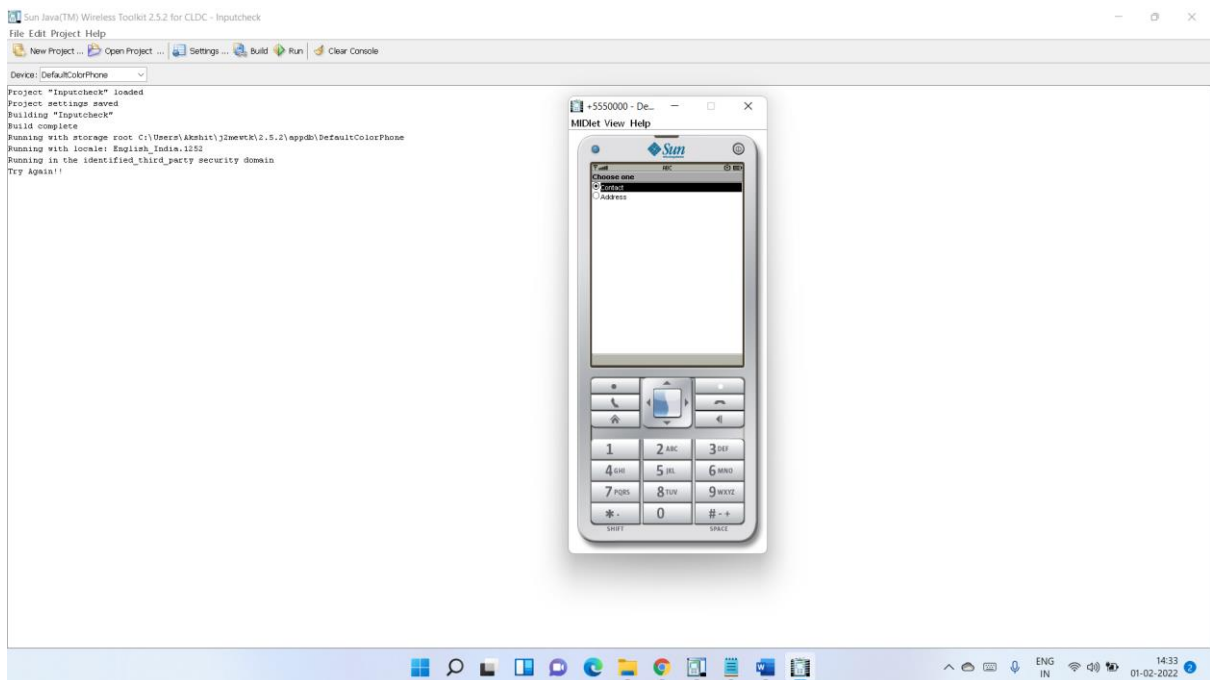
public void commandAction(Command c, Displayable d) {
    String label = c.getLabel();
    if (label.equals("Cancel")) {
        destroyApp(true);
    } else if (label.equals("Login")) {
        validateUser(user.getString(), password.getString());
    }
}
}
}

```





With correct password



LAB 3

Develop an application that uses GUI components, Font and Colors

GUI COMPONENTS

```
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;
public class EventEx2 extends MIDlet implements CommandListener {

    Display = null;

    List menu = null;

    List choose = null;

    TextBox input = null;

    Ticker = new Ticker("Test GUI Components");

    final Alert soundAlert = new Alert("sound Alert");

    DateField date = new DateField("Today's date: ",
    DateField.DATE);

    Form = new Form("Form for Stuff");

    Gauge = new Gauge("Gauge Label", true, 10, 0);

    TextField = new TextField("TextField Label", "abc",
    50, 0);
```

```

static final Command backCommand = new Command("Back",
Command.BACK, 0);
static final Command mainMenuCommand = new Command("Main",
Command.SCREEN, 1);
static final Command exitCommand = new Command("Exit",
Command.STOP, 2);
String currentMenu = null;

public EventEx2() {
}

public void startApp() throws MIDletStateChangeException {
display = Display.getDisplay(this);
menu = new List("Test Components", Choice.IMPLICIT);
menu.append("Test TextBox", null);
menu.append("Test List", null);
menu.append("Test Alert", null);
menu.append("Test Date", null);
menu.append("Test Form", null);
menu.addCommand(exitCommand);
menu.setCommandListener(this);
menu.setTicker(ticker);
mainMenu();
}

public void pauseApp() {
display = null;
choose = null;
menu = null;
ticker = null;
}

```



```

form = null;
input = null;
gauge = null;
textfield = null;
}

public void destroyApp(boolean unconditional) {
    notifyDestroyed();
}

void mainMenu() {
    display.setCurrent(menu);
    currentMenu = "Main";
}

public void testTextBox() {
    input = new TextBox("Enter Some Text:", "", 5,
        TextField.ANY);
    input.setTicker(new Ticker("testTextBox"));
    input.addCommand(backCommand);
    input.setCommandListener(this);
    input.setString("");
    display.setCurrent(input);
    currentMenu = "input";
}

public void testList() {
    choose = new List("Choose Items", Choice.MULTIPLE);
    choose.setTicker(new Ticker("listTest"));
}

```

```

choose.addCommand(backCommand);
choose.setCommandListener(this);
choose.append("Item 1", null);
choose.append("Item 2", null);
choose.append("Item 3", null);
display.setCurrent(choose);
currentMenu = "list";
}

```

```

public void testAlert() {
soundAlert.setType(AlertType.ERROR);
soundAlert.setString("** ERROR **");
display.setCurrent(soundAlert);
}

```

```

public void testDate() {
java.util.Date now = new java.util.Date();
date.setDate(now);
Form f = new Form("Today's date");
f.append(date);
f.addCommand(backCommand);
f.setCommandListener(this);
display.setCurrent(f);
currentMenu = "date";
}

```

```

public void testForm() {
form.append(gauge);
form.append(textfield);
form.addCommand(backCommand);

```

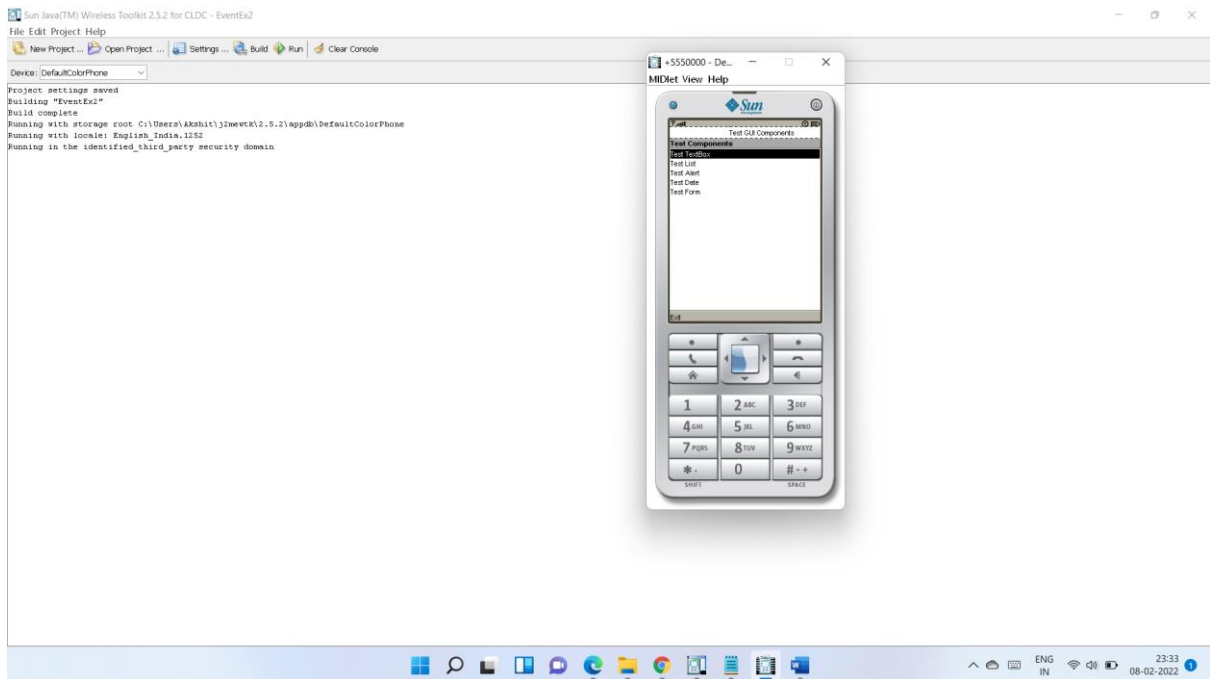
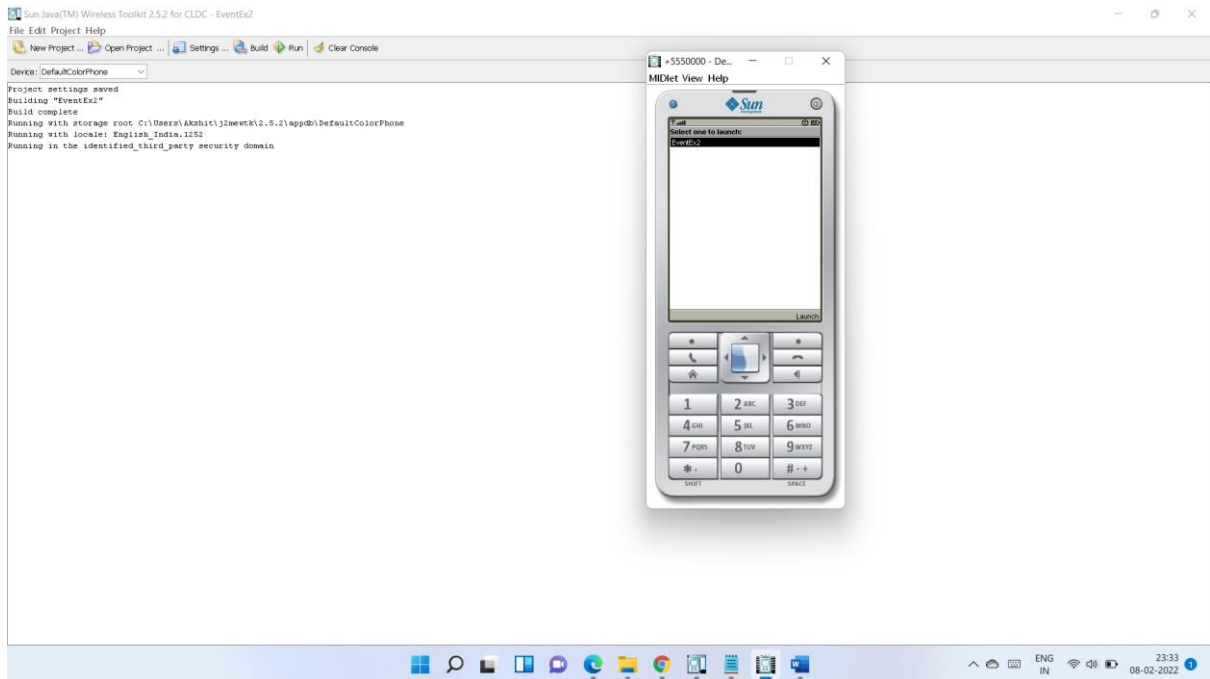
```

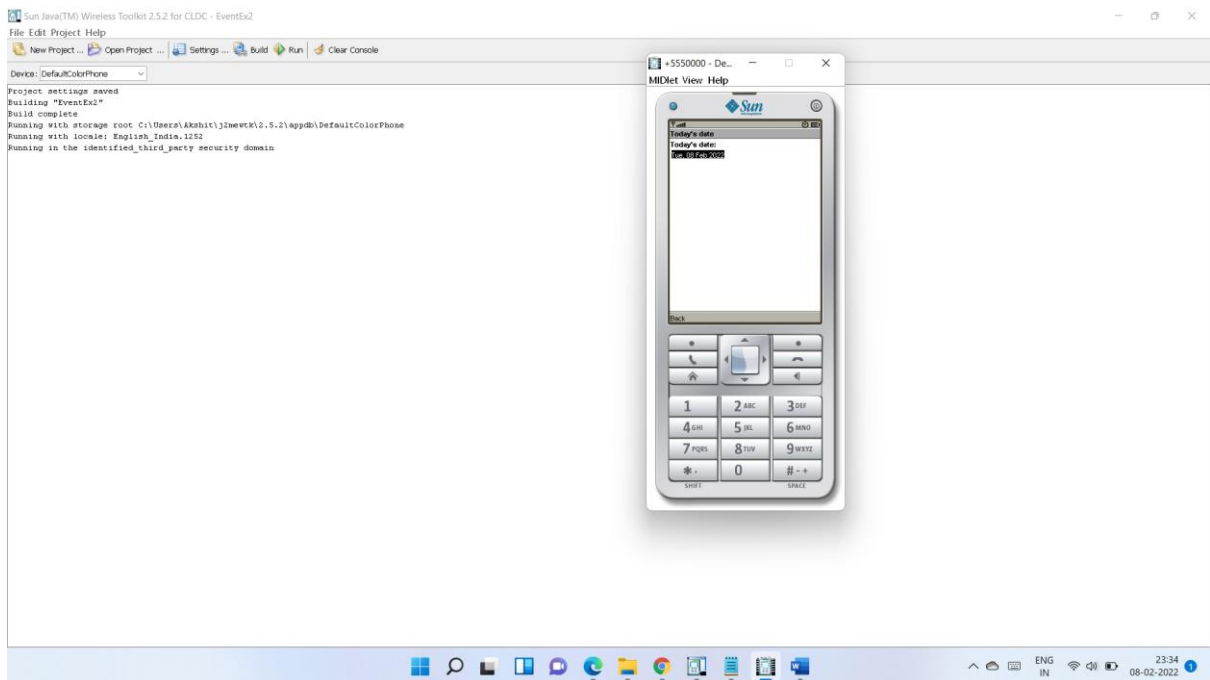
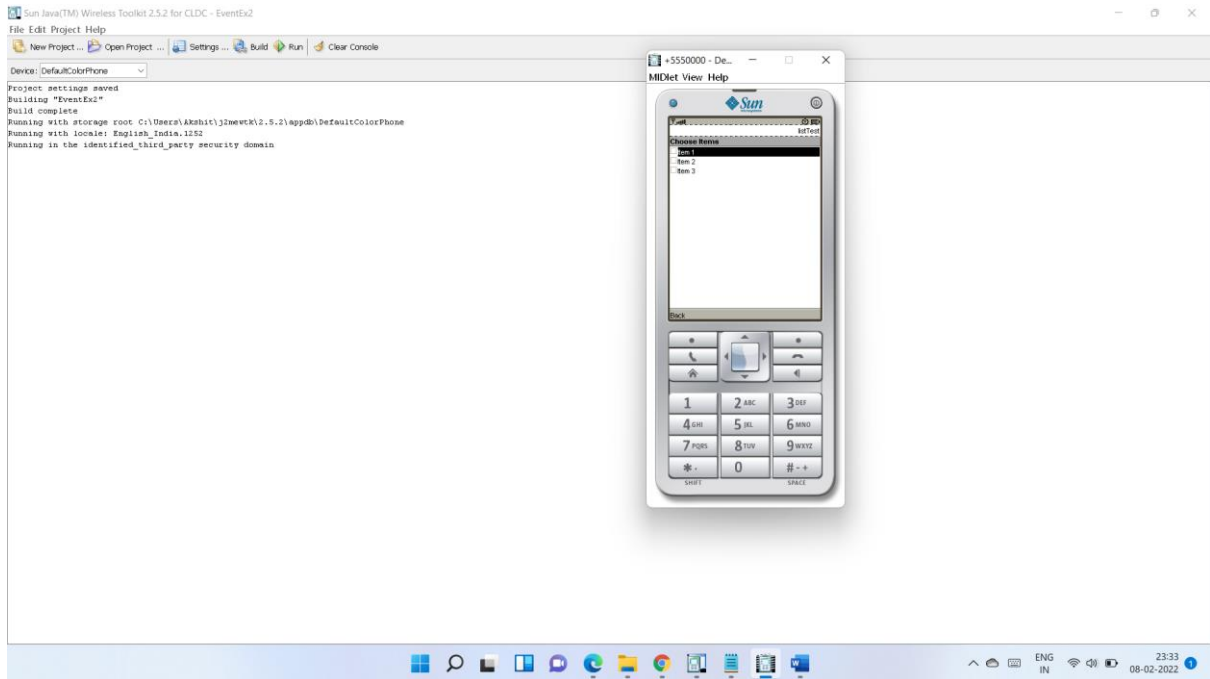
form.setCommandListener(this);
display.setCurrent(form);
currentMenu = "form";
}

public void commandAction(Command c, Displayable d) {
String label = c.getLabel();
if (label.equals("Exit")) {
destroyApp(true);
} else if (label.equals("Back")) {
if(currentMenu.equals("list") ||
currentMenu.equals("input") ||
currentMenu.equals("date") ||
currentMenu.equals("form")) {

mainMenu();
}
} else {
List down = (List)display.getCurrent();
switch(down.getSelectedIndex()) {
case 0: testTextBox();break;
case 1: testList();break;
case 2: testAlert();break;
case 3: testDate();break;
case 4: testForm();break;
}
}
}
}

```





Setting font size and colour of screen

```
import java.io.*;
import java.lang.*;
import javax.microedition.io.*;
import javax.microedition.rms.*;
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;

public class FontSize extends MIDlet {
    public static final boolean COLOR = false;
    public static final boolean DEBUG = false;
    private Display = null;
    private FontCanvas = null;
    private boolean painting = false;

    public FontSize() {
        display = Display.getDisplay(this);
        fontCanvas = new FontCanvas(this);
    }

    public void startApp() throws MIDletStateChangeException {
        display.setCurrent(fontCanvas);
    }

    public void pauseApp() {}

    protected void destroyApp(boolean unconditional) throws
```

```
MIDletStateChangeException { }
```

```
class FontCanvas extends Canvas {
```

```
private FontSize parent = null;
```

```
private int width = getWidth();
```

```
private int height = getHeight();
```

```
public FontCanvas(FontSize parent) {
```

```
    this.parent = parent;
```

```
}
```

```
public void paint(Graphics g) {
```

```
    g.setColor(255, 128, 0);
```

```
    g.fillRect(0, 0, width, height);
```

```
        Font font1 = Font.getFont(Font.FACE_SYSTEM, Font.STYLE_PLAIN,  
Font.SIZE_LARGE);
```

```
        Font font2 = Font.getFont(Font.FACE_SYSTEM, Font.STYLE_PLAIN,  
Font.SIZE_MEDIUM);
```

```
        Font font3 = Font.getFont(Font.FACE_SYSTEM,  
Font.STYLE_PLAIN,Font.SIZE_SMALL);
```

```
    int position = 0;
```

```
    if(COLOR){
```

```
        g.setColor(255, 255, 255);
```

```
    }else{
```

```
        g.setColor(192, 192, 192);
```

```
        g.fillRect(0, position, width, font1.getHeight());
```

```
    }
```

```
    if(COLOR){
```

```
        g.setColor(255, 255, 255);
```

```
    }else{
```

```
        g.setColor(0, 0, 0);
```

```

}

g.setFont(font1);

g.drawString("LARGE SIZE FONT", 0, position, Graphics.LEFT | Graphics.TOP);

position = position + font1.getHeight() + 10;

g.setFont(font2);

g.drawString("MEDIUM SIZE FONT", 0, position, Graphics.LEFT | Graphics.TOP);

g.setColor(0, 0, 0);

position = position + font1.getHeight() + 10;

g.setFont(font3);

g.drawString("SMALL SIZE FONT", 0, position, Graphics.LEFT | Graphics.TOP);

position = position + font1.getHeight() + 10;

g.drawLine(0, font3.getHeight() + position - 1, width, font3.getHeight()+ position - 1);

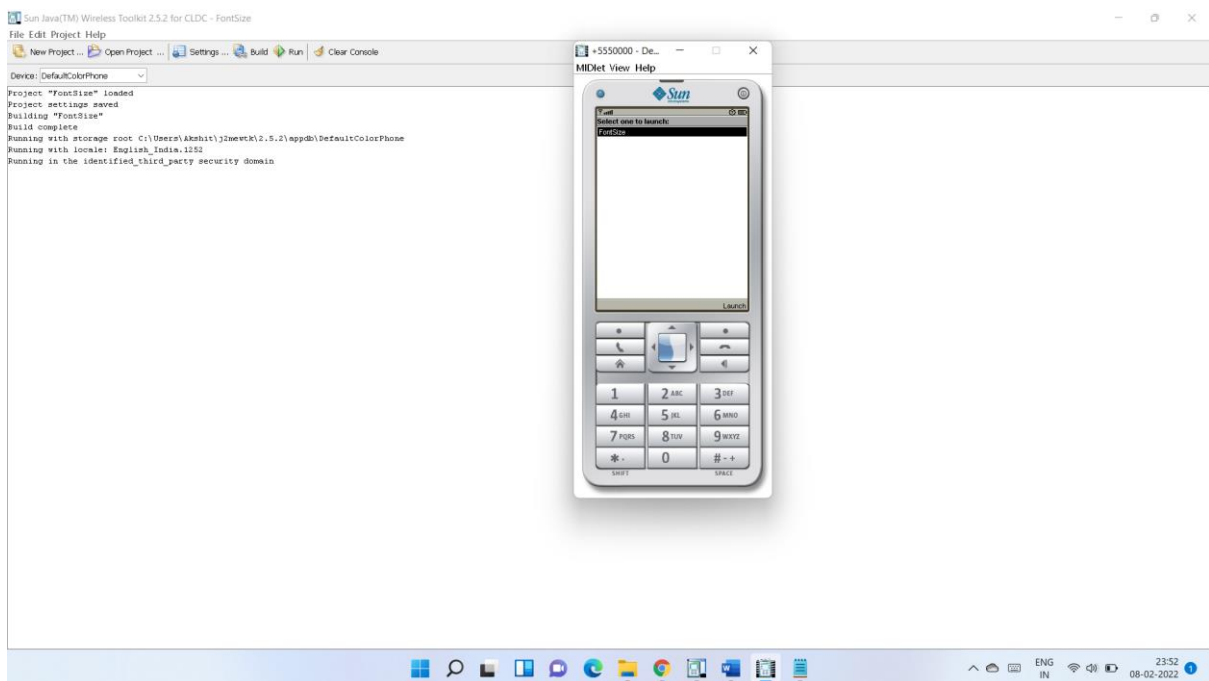
painting = false;

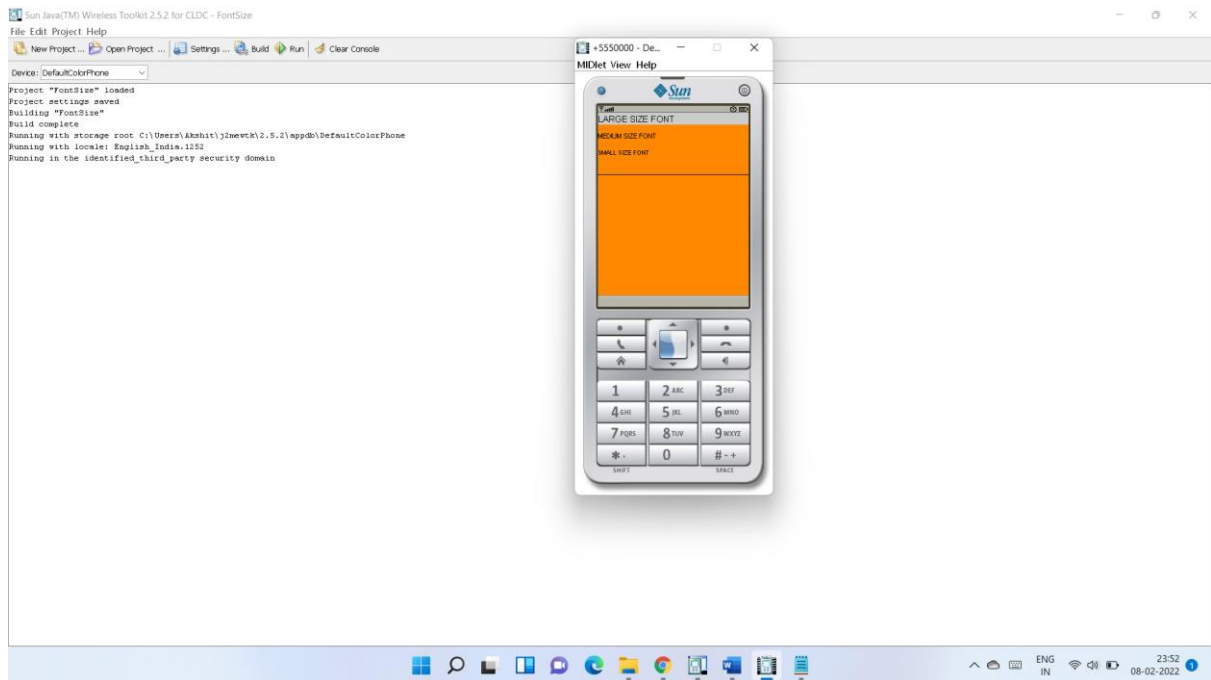
}

}

}

```





LAB-4

Develop an application that uses Layout Managers and event listeners.

```

import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class Ass1 extends MIDlet implements CommandListener
{
    Display;
    Command exitCommand;
    Command backCommand;
    Command okCommand;
    List itemMenu;
    TextBox textbox;
    Ticker;
    Alert;
    Form;
    StringItem;
    ImageItem;
    Image;
    TextField textItem;
    ChoiceGroup choiceItem;
    DateField dateItem;
    Gauge gaugeItem;
    public Ass1()
    {
        display = Display.getDisplay(this);
        exitCommand = new Command("Exit", Command.EXIT, 1);
        backCommand = new Command("Back", Command.BACK, 2);
        okCommand = new Command("OK", Command.OK, 3);
        ticker = new Ticker("Select an item to display");
        itemMenu = new List(null, Choice.IMPLICIT);
        itemMenu.append("Form", null);
        itemMenu.append("Alert", null);
    }
}

```

```

itemMenu.append("Save Phone Number", null);
itemMenu.setCommandListener(this);
itemMenu.addCommand(exitCommand);
itemMenu.setTicker(ticker);
display.setCurrent(itemMenu);
}

public void startApp () {
}

public void destroyApp (boolean unconditional) {
}

public void pauseApp () {
}

public void commandAction(Command c, Displayable s) {
if (c == backCommand) {
display.setCurrent(itemMenu);
}
else if (s == itemMenu) {
if (c == List.SELECT_COMMAND) {
int i = itemMenu.getSelectedIndex();
switch (i) {
case 0: // Show the form
display.setCurrent(getForm());
break;
case 1: // Show an alert
display.setCurrent(getAlert("Warning", "This"));
break;
case 2: // Show TextBox
display.setCurrent(getTextBox());
}
} else if (c == exitCommand) {

```

```

notifyDestroyed();
}
} else if (s == textbox) {
String value = textbox.getString();
alert = getAlert("Text Entered:", value);
display.setCurrent(alert, itemMenu);
} else if (s == form) {
alert = getAlert("Image option saved", "");
display.setCurrent(alert, itemMenu);
}
}

TextBox getTextBox() {
if (textbox == null) {
textbox = new TextBox("Enter a phone number", "", 40,
TextField.PHONENUMBER);
textbox.addCommand(backCommand);
textbox.addCommand(okCommand);
textbox.setCommandListener(this);
}
return textbox;
}

```

```

Alert getAlert(String title, String contents) {
if (alert == null) {
alert = new Alert(title);
alert.setType(AlertType.WARNING);
alert.setTimeout(2000);
alert.setString(contents);
} else {
alert.setTitle(title);

```

```

alert.setString(contents);
}
return alert;
}

```

```

Form getForm() {
if (form == null) {
form = new Form("Options");
try {
image = Image.createImage("/myimage.png");
imageItem = new ImageItem("Akshit:", image,
ImageItem.LAYOUT_CENTER, "Akshit");
form.append(imageItem);
} catch (java.io.IOException ex) {
}
textItem = new TextField("Title:", "Akshit", 32,
TextField.ANY);
form.append(textItem);

dateItem = new DateField("Date:", DateField.DATE);
dateItem.setDate(new java.util.Date());
form.append(dateItem);
choiceItem = new ChoiceGroup("Size:", Choice.EXCLUSIVE);
choiceItem.append("Small", null);
choiceItem.append("Large", null);
form.append(choiceItem);

gaugeItem = new Gauge("Rate:", true, 10, 5);
form.append(gaugeItem);
form.addCommand(backCommand);
}
}

```

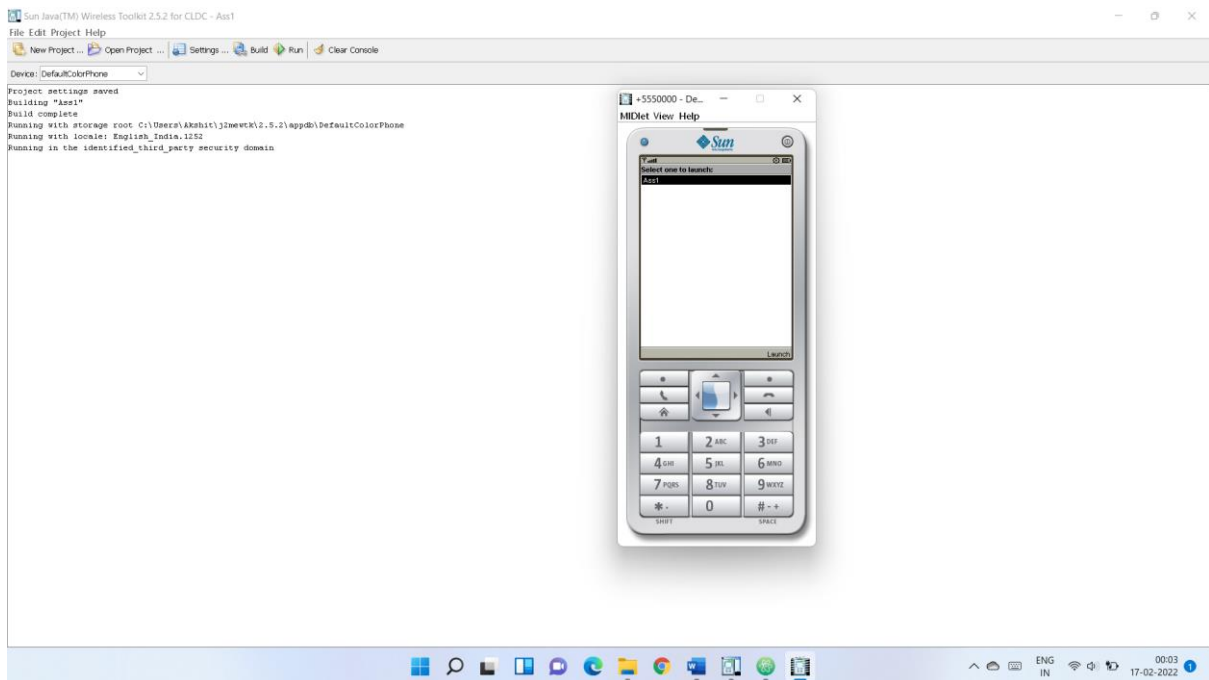
```

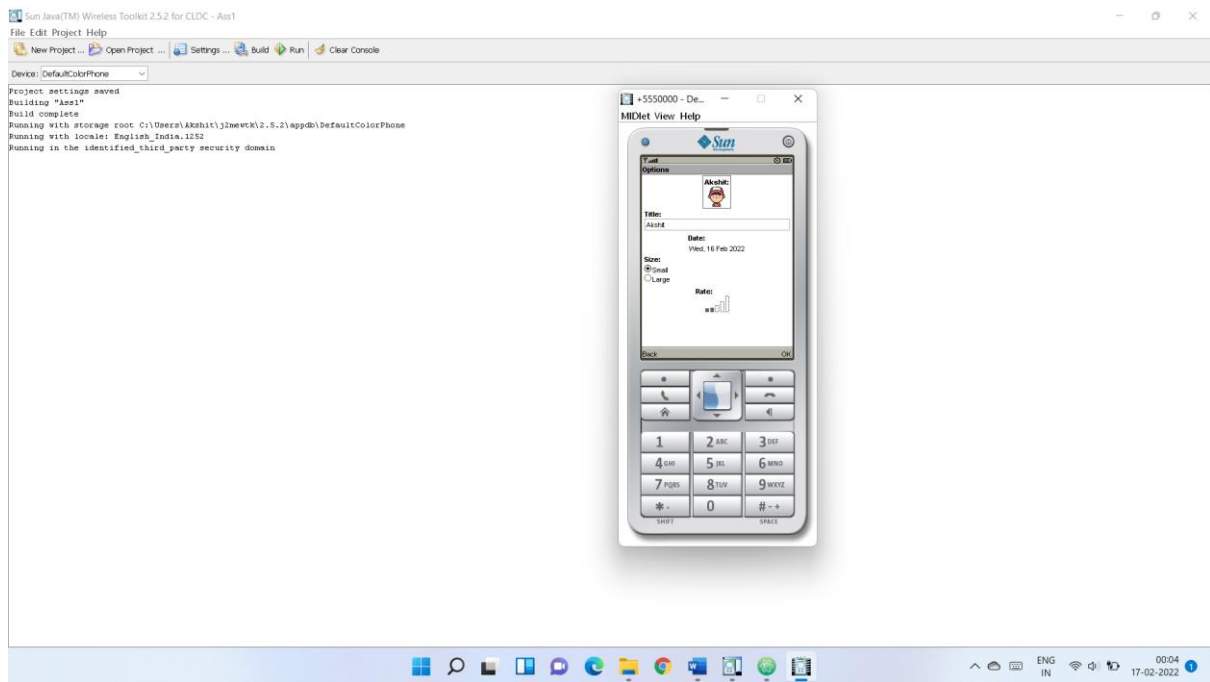
form.addCommand(okCommand);

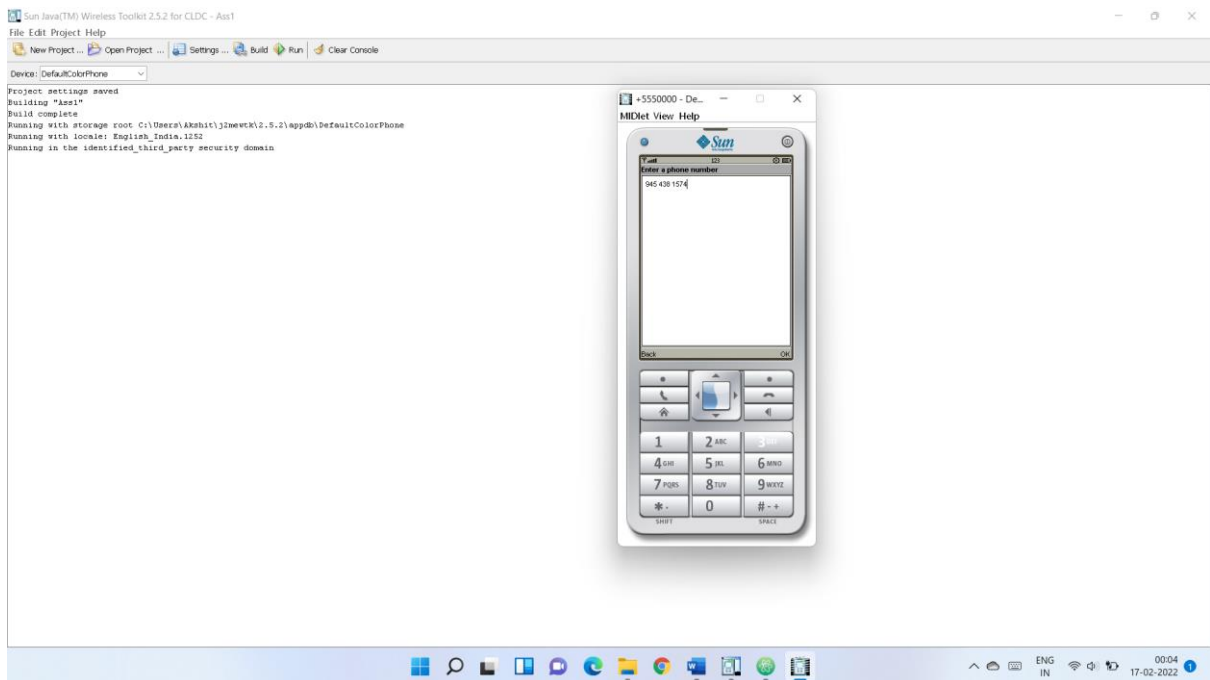
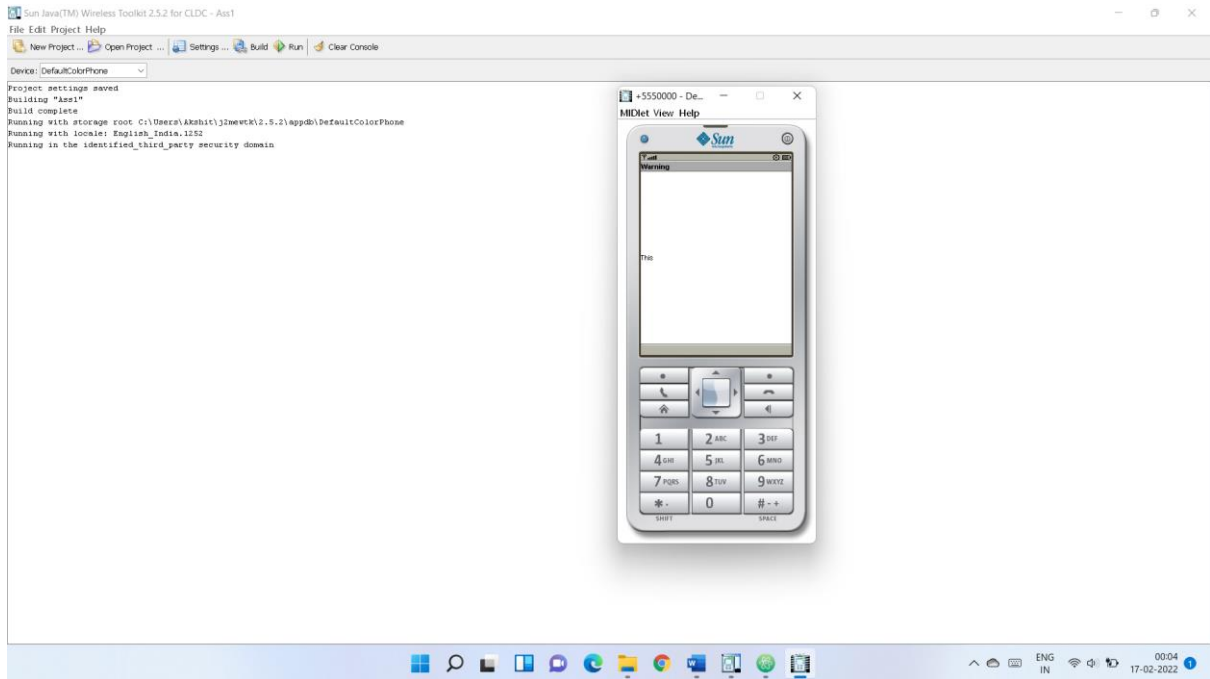
form.setCommandListener(this);
}

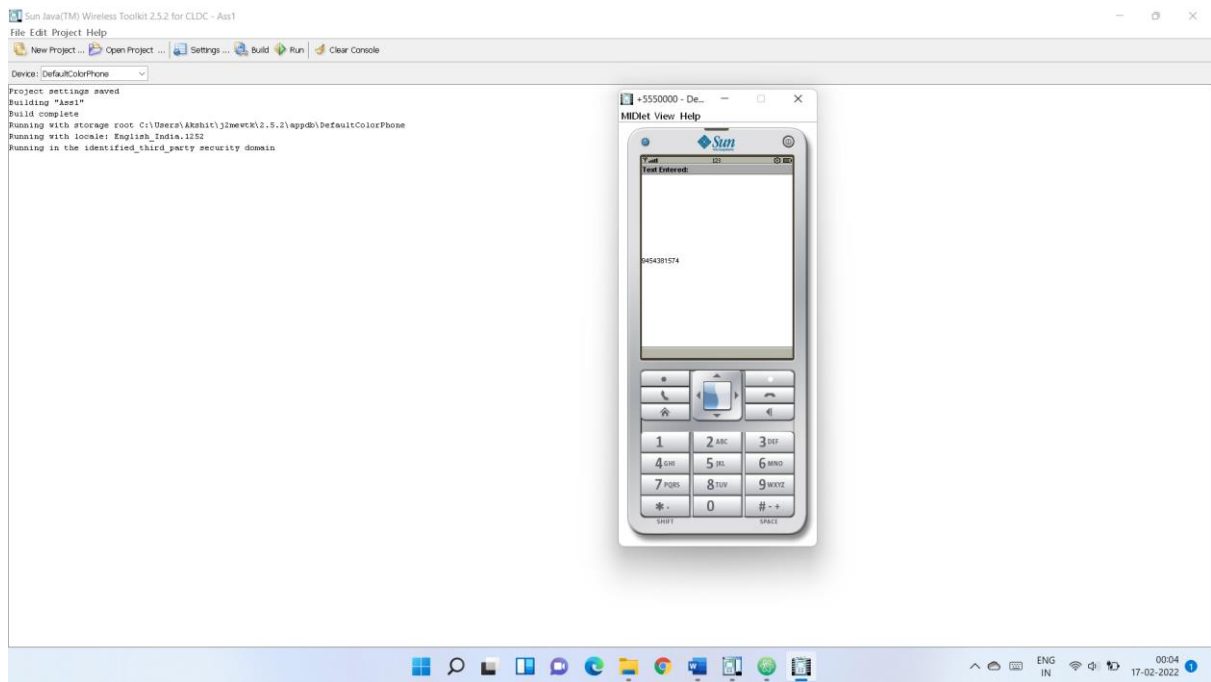
return form;
}
}

```









LAB 5

Develop a native calculator application.

```

import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;
import java.io.*;
public class calculator extends MIDlet implements CommandListener
{
    private Form;
    private Display;
    private TextField input1, input2;
    private Command add, sub, mul, div;
    private StringItem item;

    public calculator()
    {

    }
    public void startApp()
    {
        display = Display.getDisplay(this);
        Form = new Form("Calculator");

        item = new StringItem("Result", "");

        input1 = new TextField("First Number:", "", 30, TextField.NUMERIC);
        input2 = new TextField("Second Number", "", 30, TextField.NUMERIC);
        form.append(input1);
        form.append(input2);
        add = new Command("Addition", Command.OK, 1);
        sub = new Command("Subtraction", Command.OK, 1);
        mul = new Command("Multiplication", Command.OK, 1);
        div = new Command("Division", Command.OK, 1);
        form.addCommand(add);
        form.addCommand(sub);
        form.addCommand(mul);
        form.addCommand(div);
        form.append(item);

        form.setCommandListener(this);

        display.setCurrent(form);
    }

    public void pauseApp() { }

    public void destroyApp(boolean uncondn)
    {
        notifyDestroyed();
    }
    private void calculate()
    { float one=Float.parseFloat(input1.getString());
      float two= Float.parseFloat(input2.getString());

```

```

float result=one+two;
item.setText( result + "" );

}
private void calculate1()
{
float one = Float.parseFloat(input1.getString());
float two = Float.parseFloat(input2.getString());
float result = one - two;
item.setText(result + "");

}
private void calculate2()
{
float one = Float.parseFloat(input1.getString());
float two = Float.parseFloat(input2.getString());
float result = one * two;
item.setText(result + "");

}
private void calculate3()
{
float one = Float.parseFloat(input1.getString());
float two = Float.parseFloat(input2.getString());
float result = one / two;
item.setText(result + "");

}
public void commandAction(Command c, Displayable d)
{
String label = c.getLabel();
if (label.equals("Addition"))
{
calculate();

}

else if (label.equals("Subtraction"))
{
calculate1();

}

else if (label.equals("Multiplication"))
{
calculate2();
form.append("The Answer is:");
}

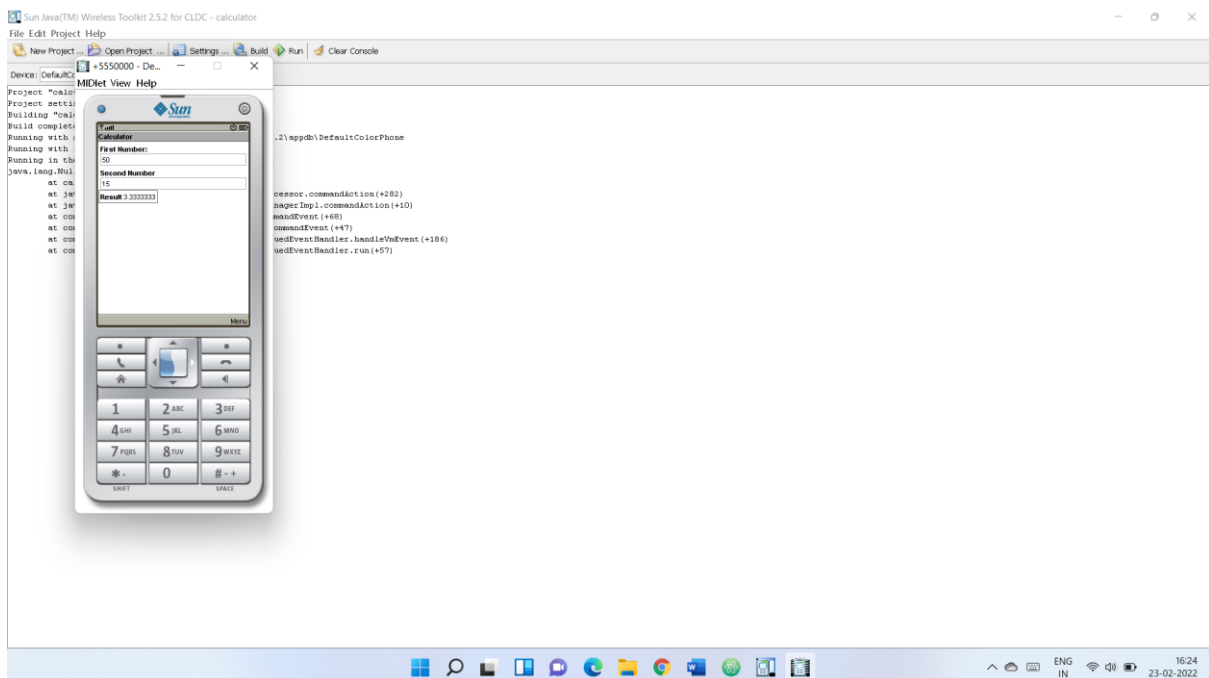
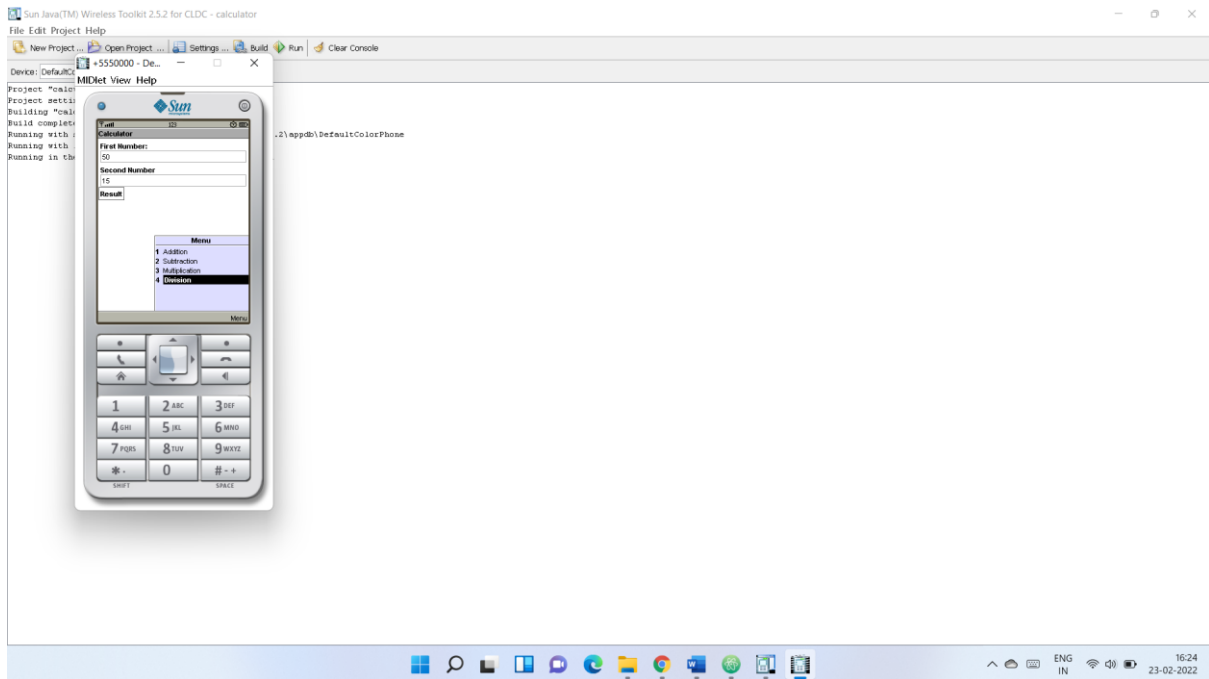
else if (label.equals("Division"))

```

```

{
    calculate3();
    form.append("The Answer is:");
}
}
}
}

```



LAB 6

Write an application that draws basic graphical primitives on the screen.

```

import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class DrawRectangle extends MIDlet {
    public void startApp () {
        Display.getDisplay (this).setCurrent (new DrawingDemoCanvas ());
    }

    public void pauseApp () {}

    public void destroyApp (boolean forced) {}
}

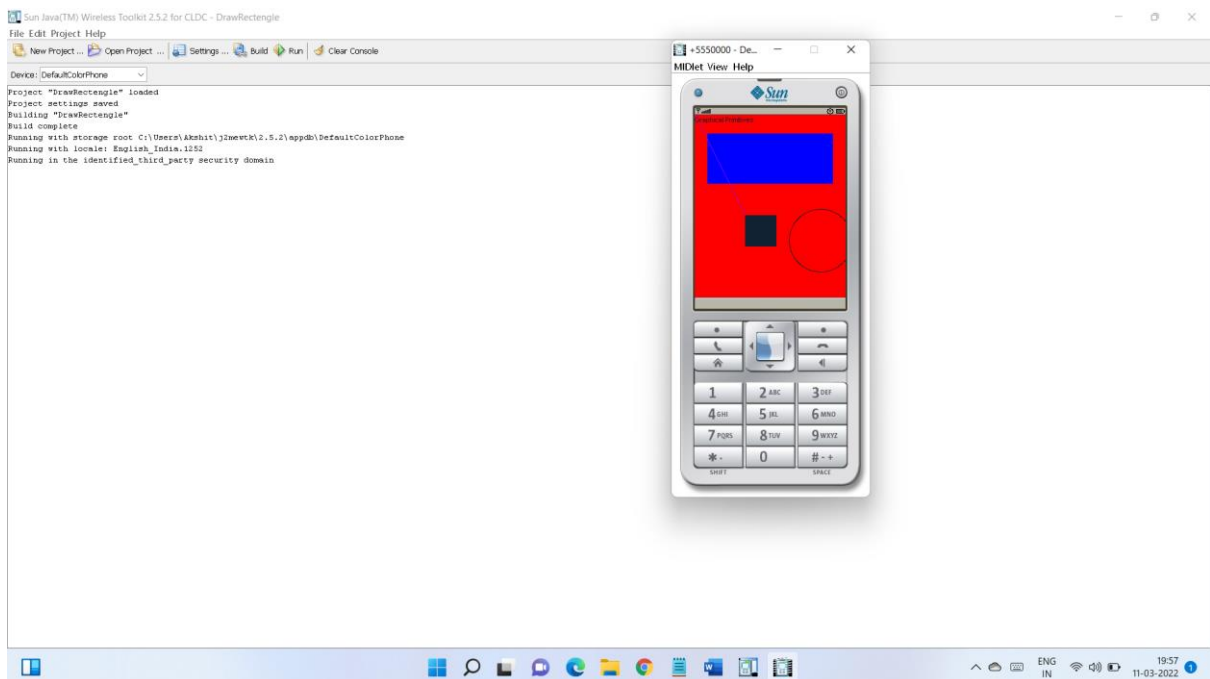
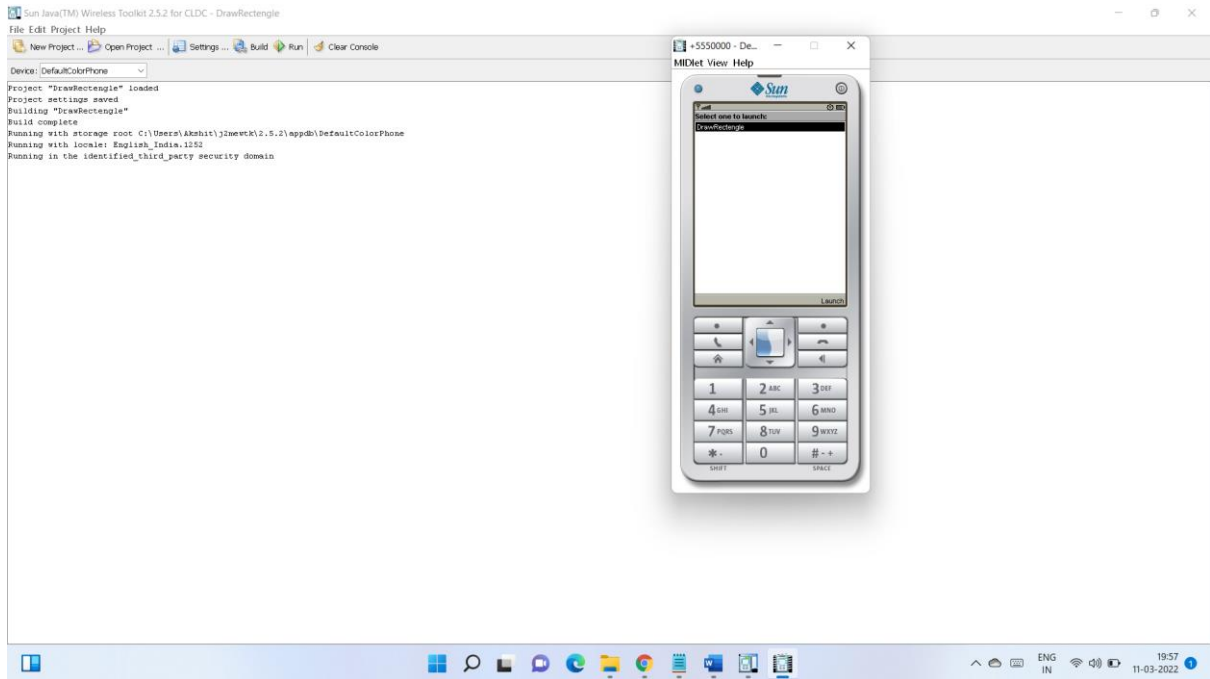
class DrawingDemoCanvas extends Canvas {
    public void paint (Graphics g) {

        g.setColor (255, 0, 0);
        g.fillRect (0, 0, getWidth (), getHeight ());
        g.setColor (0, 0, 255);
        g.fillRect (20, 30, 200, 80);
        g.setColor (128, 20, 255);
        g.drawLine (0, 0, 100, 200);

        g.setColor(30,40,60);
        g.fillRect(80,160,50,50);

        g.drawArc(150, 150, 100, 100, 0, 360);
    }
}

```



LAB 7

Develop an application that makes use of databases.

```

import java.io.*;
import javax.microedition.midlet.*;
import javax.microedition.rms.*;

public class RecordDataBase extends MIDlet {
    static final String DBNAME = "RecordDataBase";

    public void startApp(){
        RecordStore rs = null;
        try{
            RecordStore.deleteRecordStore(DBNAME);
        } catch(Exception e){ }

        try{
            rs = RecordStore.openRecordStore(DBNAME, true);
            byte[] data1 = "First Record".getBytes();
            byte[] data2 = "Second Record".getBytes();
            byte[] data3 = " Third Record".getBytes();
            data3[0] = 0;
            data3[data3.length-1] = (byte) -1;
            rs.addRecord(data1, 0, data1.length);
            rs.addRecord(data2, 0, data2.length);
            rs.addRecord(data3, 0, data3.length);
            storeData(rs, System.out);
            rs.closeRecordStore();
        }catch(RecordStoreException e){
            System.out.println(e);
        }
        notifyDestroyed();
    }

    public void pauseApp(){ }

    public void destroyApp(boolean unconditional){ }

    public void storeData(RecordStore rs, PrintStream out){
        if(rs == null) return;
        StringBuffer hexLine = new StringBuffer();
        StringBuffer charLine = new StringBuffer();

        try{
            int lastID = rs.getNextRecordID();
            byte[] data = new byte[100];
            int size;

            for(int i = 1; i < lastID; ++i){
                try{
                    size = rs.getRecordSize(i);
                    if(size > data.length){
                        data = new byte[size * 2];
                    }
                }
            }
        }
    }
}

```

```

    }
    out.println("-----");
    out.println("Size = " + size);
    out.println("-----");
    rs.getRecord(i, data, 0);
    storeRecord(data, size, out, hexLine, charLine, 16);
    out.println(" ");
    } catch(InvalidRecordIDException e){
    continue;
    }
    }
    } catch( RecordStoreException e ){
    out.println(e);
    }
    }

private void storeRecord(byte[] data, int size, PrintStream out,
    StringBuffer hexLine, StringBuffer charLine, int maxLen ){
    if(size == 0) return;
    hexLine.setLength(0);
    charLine.setLength(0);
    int count = 0;
    for(int i = 0; i < size; ++i){
    char b = (char) (data[i] & 0xFF);

    if(b < 0x10){
    hexLine.append('0');
    }
    hexLine.append(Integer.toHexString(b));
    hexLine.append(' ');

    if((b >= 32 && b <= 127) ||
    Character.isDigit(b) ||
    Character.isLowerCase(b) ||
    Character.isUpperCase(b)){
    charLine.append((char)b);
    } else {
    charLine.append(' ');
    }

    if(++count >= maxLen || i == size-1){
    while(count++ < maxLen){
    hexLine.append(" ");
    }
    hexLine.append(' ');
    hexLine.append(charLine.toString());
    out.println( hexLine.toString());
    hexLine.setLength(0);
    charLine.setLength(0);
    count = 0;

```

```
}  
}  
}  
}
```



LAB 8

Implement an application that implements Multi-threading

```

import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class SlideShow extends MIDlet implements CommandListener {
    public Form slide1;
    public Form slide2;
    public Form slide3;
    public Command Exit;
    public Display;
    public SlideShow()
    {
        display=Display.getDisplay(this);
        Exit=new Command("Exit",Command.EXIT,1);
        slide1=new Form("Slide1");
        slide1.append("This is Slide number 1");
        slide1.addCommand(Exit);
        slide2=new Form("Slide2");
        slide2.append("This is Slide number 2");
        slide2.addCommand(Exit);
        slide3=new Form("Slide3");
        slide3.append("This is Slide number 3");
        slide3.addCommand(Exit);
        slide1.setCommandListener(this);
        slide2.setCommandListener(this);
        slide3.setCommandListener(this);
    }
    public void startApp() {
        Thread runner = new Thread(new ThreadRunner(display,slide1,slide2,slide3));
        runner.start();
    }
    public void pauseApp() {
    }
    public void destroyApp(boolean unconditional) {
    }
    public void commandAction(Command command,Displayable displayable)
    {
        if(displayable==slide1)
        {
            if(command==Exit)
                notifyDestroyed();
        }
        else if(displayable==slide2)
        {
            if(command==Exit)
                notifyDestroyed();
        }
        else if(displayable==slide3)
        {
            if(command==Exit)
                notifyDestroyed();
        }
    }
}

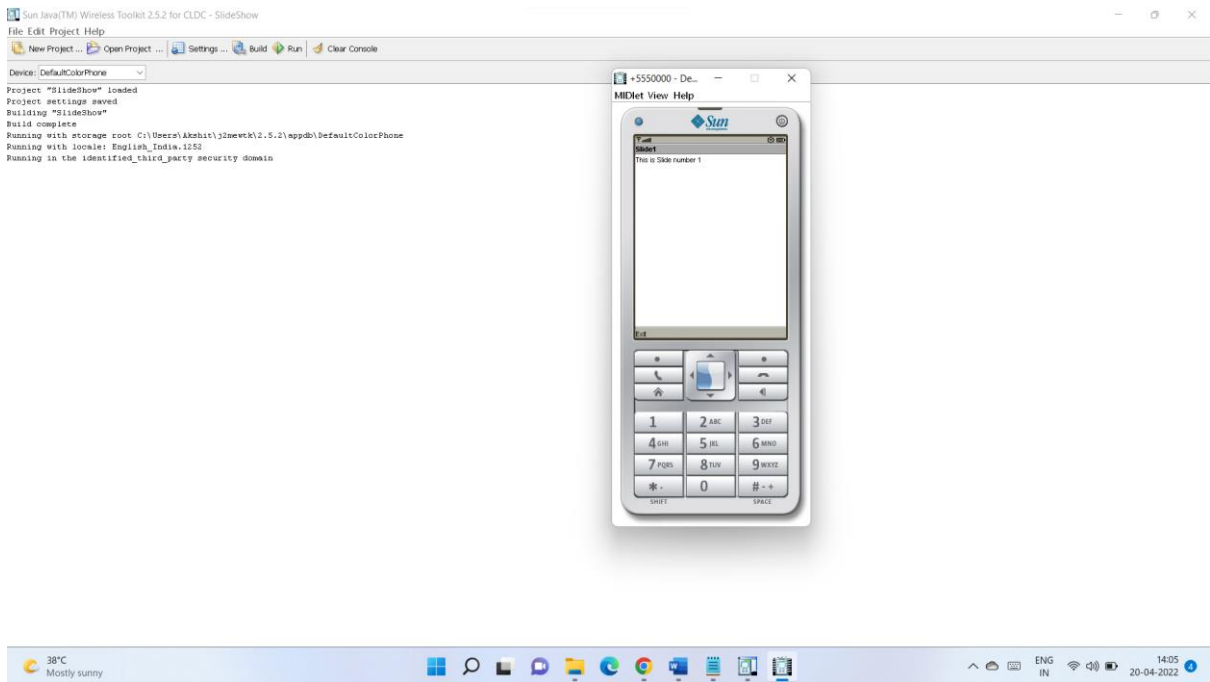
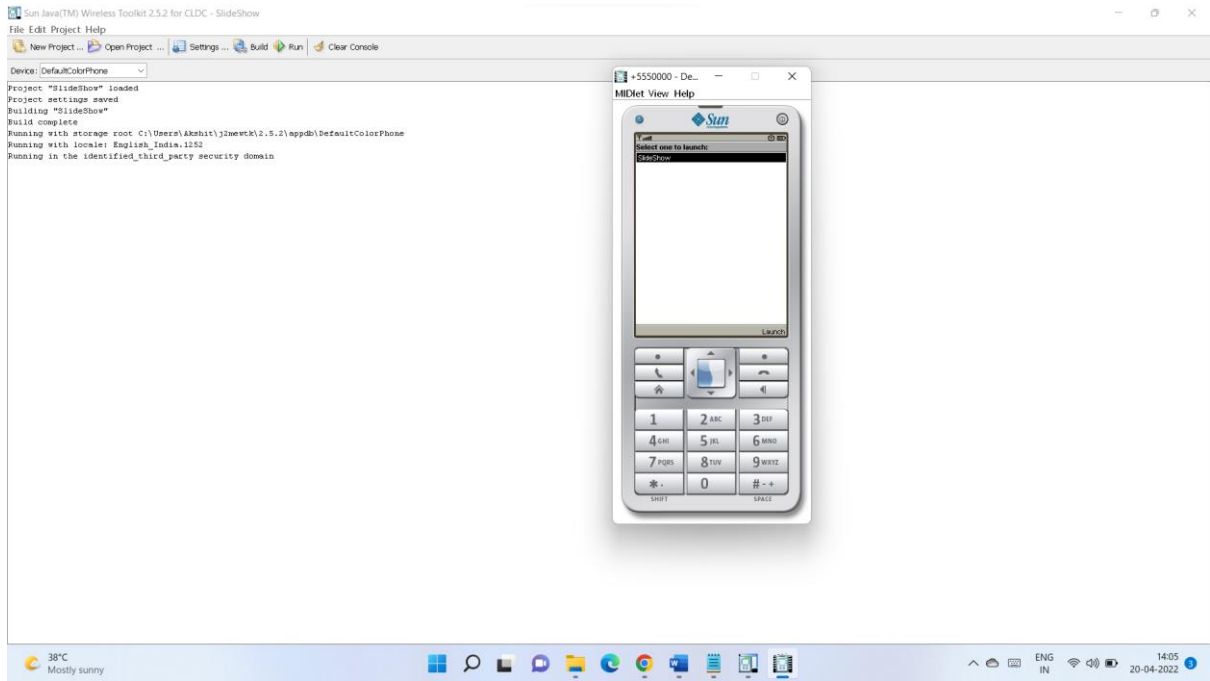
```

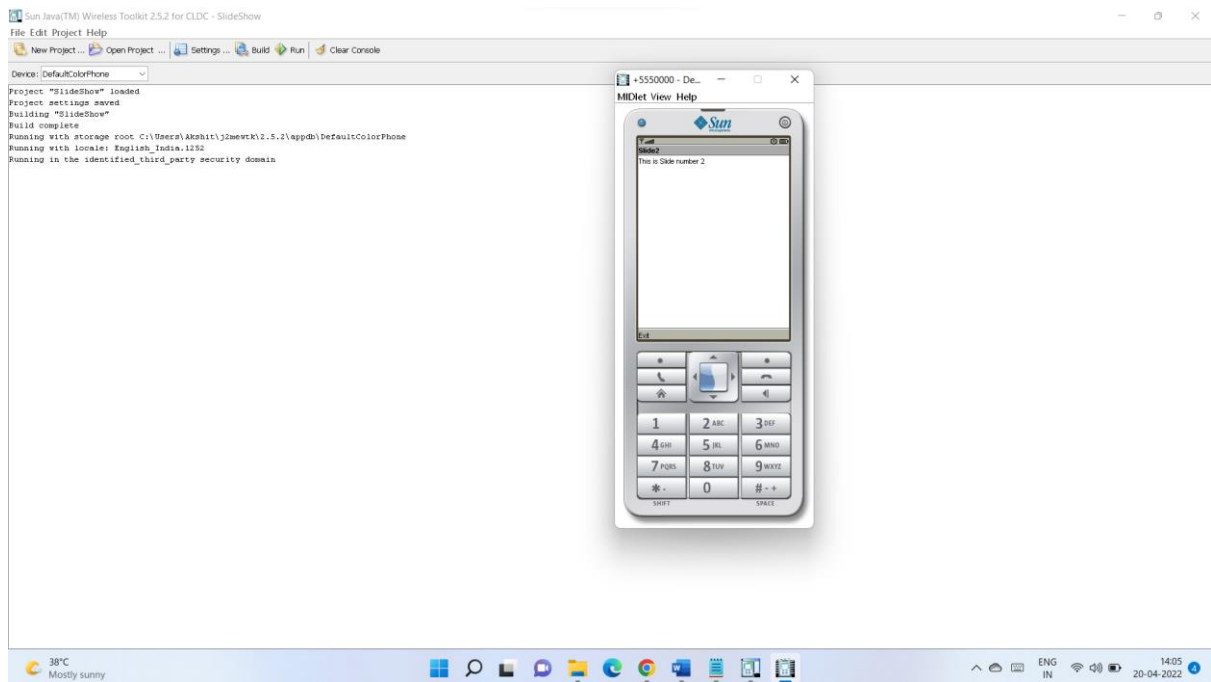
```

    }
}
class ThreadRunner implements Runnable {
    Display;
    public int c=0;
    public Form slide1;
    public Form slide2;
    public Form slide3;
    public ThreadRunner(Display display,Form slide1,Form slide2,Form slide3) {
        this.display = display;
        this.slide1=slide1;
        this.slide2=slide2;
        this.slide3=slide3;
    }
    public void run() {
        while(true)
        {
            c++;
            if(c==1)
                display.setCurrent(slide1);
            else if(c==2)
                display.setCurrent(slide2);
            else if(c==3)
                display.setCurrent(slide3);
            else if(c==4)
                c=0;

            try
            {
                Thread.sleep(1500);
            }
            catch(Exception ex)
            { }
        } } }

```





LAB 9

Develop a native application that uses GPS location information.

```

import java.util.*;
import javax.microedition.location.*;
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class GPSLocation extends MIDlet implements CommandListener
{
    private Display disp;
    private Form form;
    private Alert posAlert;
    private TextField tf1, tf2;

    // Command
    static final Command exit = new Command("Exit", Command.STOP, 2);

    public GPSLocation()
    {
        form = new Form("GPS Location");
    }

    public void startApp()
    {
        disp = Display.getDisplay(this);

        Criteria criteria = new Criteria();

        criteria.setCostAllowed(true);

        criteria.setPreferredPowerConsumption(Criteria.NO_REQUIREMENT);
    }

```

```

LocationProvider provider = null;

double latitude;
double longitude;

try
{
    provider = LocationProvider.getInstance(criteria);

    Location location = provider.getLocation(60);
    Coordinates c = location.getQualifiedCoordinates();

    if(c != null)
    {
        double temp1 = c.getLatitude();
        double temp2 = c.getLongitude();

        String lat = String.valueOf(temp1);
        String lon = String.valueOf(temp2);

        tf1 = new TextField("Latitude", lat, 30, TextField.UNEDITABLE);
        tf2 = new TextField("Longitude", lon, 30, TextField.UNEDITABLE);

        form.append(tf1);
        form.append(tf2);
    }

    else
    {
        posAlert = new Alert("Location Error!!! Null Coordinates Received");
    }
}

```



```
        posAlert.setTimeout(Alert.FOREVER);  
    }  
}
```

```
catch(LocationException e)  
{  
    System.out.println(e.getMessage());  
    e.printStackTrace();  
}
```

```
catch(InterruptedException e)  
{  
    System.out.println(e.getMessage());  
    e.printStackTrace();  
}
```

```
form.addCommand(exit);  
form.setCommandListener(this);
```

```
disp.setCurrent(form);  
}
```

```
public void pauseApp()  
{  
    disp = null;  
    form = null;  
    posAlert = null;
```

```
    tf1 = null;  
    tf2 = null;
```

```
}
```

```
public void destroyApp(boolean unconditional)
```

```
{
```

```
    notifyDestroyed();
```

```
}
```

```
public void commandAction(Command c, Displayable displayable)
```

```
{
```

```
    String label = c.getLabel();
```

```
    if(label.equals("Exit"))
```

```
    {
```

```
        destroyApp(true);
```

```
    }
```

```
}
```

```
}
```

