

# Contents

<i>About the Author .....</i>	<i>ix</i>
<i>About the Technical Reviewer .....</i>	<i>xi</i>
<i>Acknowledgments .....</i>	<i>xiii</i>
<i>Introduction .....</i>	<i>xv</i>
 <b>Chapter 1    <i>Introducing the QUALCOMM BREW Platform</i> .....</b>	 <b><i>1</i></b>
<i>Seeing the QUALCOMM BREW Platform for the First Time .....</i>	<i>1</i>
<i>Choosing the QUALCOMM BREW Platform .....</i>	<i>3</i>
<i>Understanding the QUALCOMM BREW Platform .....</i>	<i>6</i>
<i>Creating Your First Application .....</i>	<i>8</i>
<i>Summary .....</i>	<i>20</i>
 <b>Chapter 2    <i>Designing for the QUALCOMM BREW Platform</i> .....</b>	 <b><i>21</i></b>
<i>Starting with a Design .....</i>	<i>21</i>
<i>Understanding the User .....</i>	<i>23</i>
<i>Understanding the RocketMileage Application .....</i>	<i>25</i>
<i>Summary .....</i>	<i>32</i>
 <b>Chapter 3    <i>Developing for the QUALCOMM BREW Platform</i> .....</b>	 <b><i>33</i></b>
<i>Getting Started with Development .....</i>	<i>33</i>
<i>Using the QUALCOMM BREW Developer Tools .....</i>	<i>46</i>
<i>Summary .....</i>	<i>61</i>
 <b>Chapter 4    <i>Handling Events</i> .....</b>	 <b><i>63</i></b>
<i>Understanding the Event Model .....</i>	<i>63</i>
<i>Building an Application Framework .....</i>	<i>68</i>
<i>Presenting a Prototype User Interface .....</i>	<i>80</i>
<i>Summary .....</i>	<i>106</i>

<b>Chapter 5</b>	<b>Interacting with the User</b>	<b>107</b>
	Understanding Modes of User Interaction	107
	Using the QUALCOMM BREW Controls	110
	Integrating Controls with Your Application Framework	136
	Tying It All Together	152
	Summary	158
<b>Chapter 6</b>	<b>Streaming Data</b>	<b>159</b>
	Understanding the Stream Interface	159
	Understanding the Implementations of IASStream	160
	Using the Stream Interface	163
	Summary	171
<b>Chapter 7</b>	<b>Storing Data</b>	<b>173</b>
	Choosing to Use a Database	173
	Interfacing with a Database	175
	Overcoming Issues with the Database Interface	184
	Using a Database in a Real Application	186
	Summary	201
<b>Chapter 8</b>	<b>Drawing Graphics</b>	<b>203</b>
	Understanding QUALCOMM BREW Graphics Capabilities	203
	Using the IGraphics Interface	210
	Using the ISprite Interface	219
	Summary	235
<b>Chapter 9</b>	<b>Playing with Sounds</b>	<b>237</b>
	Representing Sound	237
	Understanding How to Play Sounds	239
	Using the ISoundPlayer Interface in an Application	245
	Summary	250

<b>Chapter 10 Networking Your Data</b>	253
Choosing Wireless Network Options	253
Understanding the Network Interfaces	257
Summary	265
<b>Chapter 11 Controlling the Handset</b>	267
Accessing the Built-in Address Book	267
Sharing Code Between Applications	277
Summary	285
<b>Chapter 12 Certifying Your Application</b>	287
Validating Your Application	287
Submitting Your Application for Certification	290
Failing Certification:	
The Top Five Ways to Fail	292
Pricing and Promoting Your Application	294
Summary	295
<b>Index</b>	297