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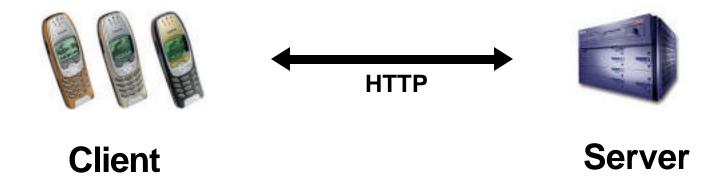
Agenda

- Problems in end-to-end development
- J2ME Wireless Connection Wizard
- Demonstration
- Summary
- Questions



J2ME Clients for J2EE

- Complementary technologies
- Communicate using HTTP
- Smart clients can process data themselves





Question

What makes it hard to develop J2ME connected clients?



What Makes it Hard to Develop Connected J2ME Clients?

Wide variety of devices



Little memory

Very limited application size

Very low processing power



Current J2ME/J2EE Development

- API libraries need too much memory for today's devices
- Developers create custom protocols
 - Increased development time
 - Hard to debug
- Poor tool support
 - Client tools not integrated with server tools



Current J2ME/J2EE Architecture



MIDP Application

Customized protocol handler



Custom Protocol



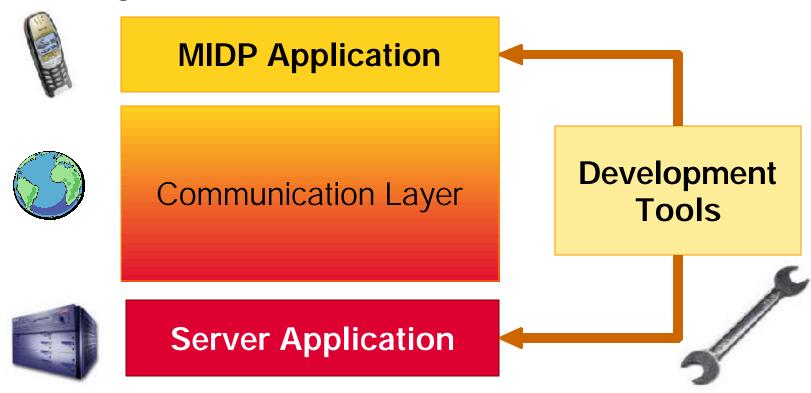
Customized protocol handler

Server application



Ideal End-to-End Development

- Transparent communication layer
- Integrated tools





J2ME Wireless Connection Wizard Concept

- Tool for generating an optimized communication layer
- Generates MIDP 1.0 compliant code on the client, and servlet code for the server
 - the code that is otherwise most error-prone
- Fully integrated with Sun ONE Studio™



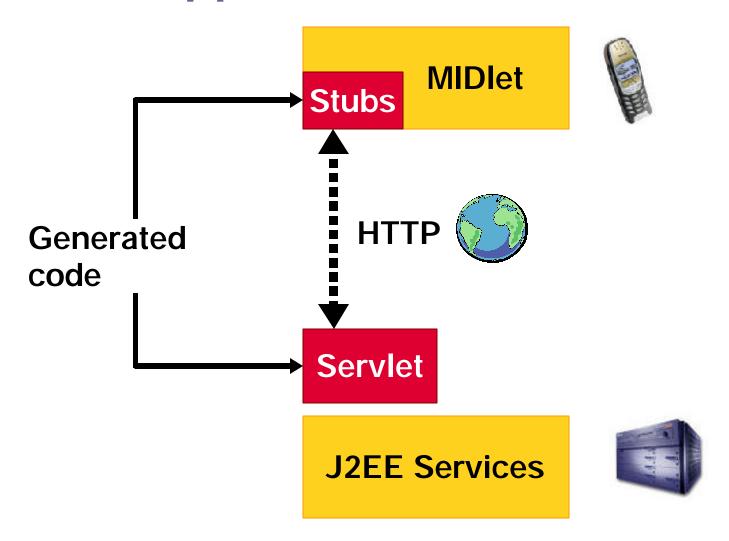
Let The Tool Do the Work

- Let the tool
 - handle the protocol
 - deal with devices' quirks
 - help debug
 - optimize the code
- You develop the application





J2MEWCW Application Architecture





J2MEWCW Workflow

- Select locations of client and server files
- Select code generation options
- Select services to be exported to client
- Wizard creates everything you need to build and deploy your client:
 - Servlet classes
 - Servlet mappings
 - Client infrastructure for calling services
 - Client stub methods



Using J2ME Client Stub Methods

Service method (on J2EE server)

```
public class StockService {
     public int getQuote(String stockTicker) {
          /* ... */
     }
}
```

Using the client stub method (in MIDlet)

```
String url = "http://localhost:8081/stockServlet";
StockClient client = new StockClient(url);
try {
    int stockQuote = client.StockService_getQuote("SUNW");
} catch (IOException e) {
        /* ... */
}
```



Using Grouped Calls

- Calls to multiple methods in a single HTTP Request/Response
- Using the client stub method (in MIDlet)



Session Handling

- Each client accesses its own objects
 - One instance of each server-side object type per client
 - Session data can be stored in instance fields of server object
 - Timeout for cleaning up old objects



Data Types

- Primitives
 - boolean, byte, short, char, int, long
- Arrays of primitives
 - Boolean[], byte[], short[], char[], int[], long[]
- String, String[]



Features of Generated Code

- Compact code without redundancy
 - Adaptive code generation
 - Tiny footprint (< 2 Kbytes for core)
- Low bandwidth, low computation overhead



Server Deployment

- Tool creates servlet classes and definitions
- Ready to deploy from Sun ONE Studio
- Or create WAR (Web Archive) file and deploy in an external application server:
 - Sun ONE Application Server
 - Apache Tomcat
 - Other application server



Deployment on J2ME Devices

 J2ME devices do not all have perfect MIDP 1.0 implementations

Generated code works as is on

- Nokia 6310i, 7210

- Motorola iDEN i80s, i90c





DEMO



Summary

- Developing J2ME connected clients is hard
- The J2ME Wireless Connection Wizard accelerates your development process by handling the networking layer for you
- Integrated solution
- Code generated is compatible with MIDP 1.0 and lightweight enough even for today's devices



What next?

Try it out:

http://developer.java.sun.com/

Tell us what you think: j2mewcw-comments@sun.com



A&Q



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