

Experiment - 1

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Class : **BE.CO**

Batch : **03**

Aim : **Implementation of J2ME application with 2 midlets,**

#Theory

➤ Java

Java is a popular programming language, created in 1995. It is owned by Oracle, and more than 3 billion devices run Java.

It is used for:

- Mobile applications (especially Android apps)
- Desktop applications
- Web applications
- Web servers and application servers
- Games
- Database connection

➤ MIDlet

A MIDlet is an application that uses the Mobile Information Device Profile (MIDP) of the Connected Limited Device Configuration (CLDC) for the Java ME environment. Typical applications include games running on mobile devices and cell phones which have small graphical displays, simple numeric keypad interfaces and limited network access over HTTP. Android users can still run midlets with J2ME Loader emulator.

➤ J2ME

J2ME (Java 2 Platform, Micro Edition) is a technology that allows programmers to use the Java programming language and related tools to develop programs for mobile wireless information devices such as cellular phones and personal digital assistants (PDAs). J2ME consists of programming specifications and a special virtual machine, the K Virtual Machine, that allows a J2ME-encoded program to run in the mobile device.

There are two programming specifications: Connected, Limited Device Configuration (CLDC) and the Mobile Information Device Profile (MIDP). CLDC lays out the application program interface (API) and virtual machine features needed to support mobile devices. MIDP adds to the CLDC the user interface, networking, and messaging details needed to interface with mobile devices. MIDP includes the idea of a midlet, a small Java application similar to an applet but one that conforms with CLDC and MIDP and is intended for mobile devices.

Devices with systems that exploit J2ME are already available and are expected to become even more available in the next few years.

➤ **Midlet source code for EveningQuotes.java**

```
/*
 * To change this license header, choose
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 * To change this template file, choose
Tools | Templates
 * and open the template in the editor.
 */
package mobileapplication4;

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

/**
 * @author codept
 */
public class EveningQuotes1 extends
MIDlet {

    private Display display;
    private final Form helloFrm;
    public EveningQuotes1() {
        helloFrm = new
Form("Sweat Dreams");
    }
    public void startApp() {
        display =
Display.getDisplay(this);

        display.setCurrent(helloFrm);
    }

    public void pauseApp() {
    }

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

➤ **Midlet source code for MorningQuotes.java**

```
/*
 * To change this license header, choose
License Headers in Project Properties.
 * To change this template file, choose
Tools | Templates
 * and open the template in the editor.
 */
package mobileapplication4;

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

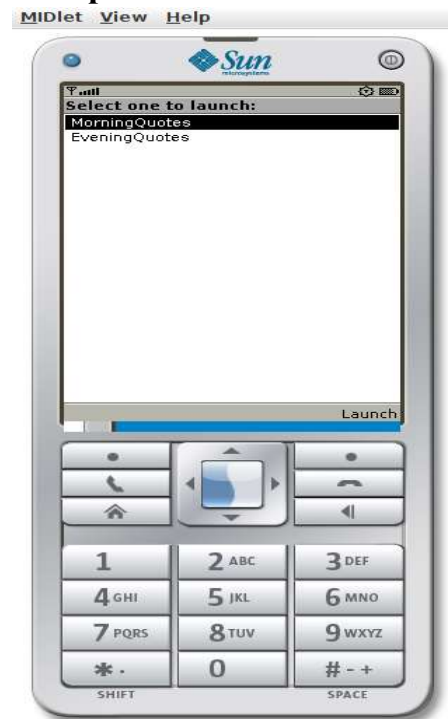
/**
 * @author codept
 */
public class MorningQuotes extends
MIDlet {

    private Display display;
    private final Form helloFrm;
    public MorningQuotes() {
        helloFrm = new
Form("Have A Nice Day!!!");
    }
    public void startApp() {
        display =
Display.getDisplay(this);
        display.setCurrent(helloFrm);
    }

    public void pauseApp() {
    }

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

#Output Main screen



#Output EveningQuotes



#Output MorningQuotes

