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Iris kicking the book on my belly

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The release of MIDP 2.0 and the introduction of the new Mobile Service Architecture (MSA) are generating momentum for the Java ME platform. As

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more and more Java-enabled mobile devices become available and more service providers become open to third-party development, the demand for customized applications will grow dramatically. Now, there's a practical, realistic guide to building MIDP 2.0/MSA applications that are robust, responsive, maintainable, and fun. Long-time Java ME author Jonathan Knudsen offers real solutions for the complex challenges of coding efficiency, application design, and usability in constrained mobile environments. Experienced Java developers will master MIDP 2.0 and MSA programming through clear, carefully designed examples. Downloadable code is available for both NetBeans Mobility Pack and the Sun Java Wireless Toolkit. Kicking Butt with MIDP and MSA 's wide-ranging content covers: Pushing MIDP's limits, and exploiting MSA's full power Using MIDlets, Forms, commands, core classes, and invocation Building effective mobile user interfaces Designing graphics with the Canvas, the Game API, SVG, and 3D Providing storage and resources: record stores, FileConnection, and PDA PIM Internationalizing mobile applications Networking via WMA, Bluetooth, Web services, and SIP Parsing XML documents Implementing audio and advanced multimedia Securing mobile applications with SATSA and the Payment API Building advanced location-based applications Designing applications for multiple devices Creating end-to-end mobile application architectures

In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DoJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendixes onSNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms.

Advanced Techniques in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Advanced Techniques in Computing Sciences and Software Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).

Build Rich Applications that Run on the Desktop, the Web, Mobile Devices...Anywhere! Using JavaFX, developers and graphic designers can work together to build robust, immersive applications and deploy them anywhere: on the desktop, on the Web, and on millions of Java-enabled mobile devices. JavaFX lets you maintain your existing graphics and seamlessly integrate them into Java applications. Plus, JavaFX Script is a declarative language that allows you to preserve your investment in the Java platform while allowing more creativity with JavaFX ' s Rich Internet Application environment. JavaFX™: Developing Rich Internet Applications brings together all the knowledge, techniques, and reusable code you need to quickly deliver production-quality solutions. Writing for both developers and designers, the authors explain how JavaFX simplifies and improves the RIA development process, and they show how to make the most of its ready-built components and frameworks. JavaFX™ covers everything from data integration to multimedia, special effects to REST. The authors present a full chapter of code recipes and a complete case study application. This book ' s wide-ranging content includes Building and running JavaFX programs Understanding the role of graphics designers in creating JavaFX Graphical Assets Writing fast, efficient JavaFX Script programs Using data binding to simplify Model-View-Controller application design Creating rich user experiences with JavaFX visual components

Bringing user interfaces to life with lighting, reflection, and other special effects Adding motion with the JavaFX animation framework Incorporating pictures, sound, and videos in your applications Creating RESTful applications with JSON and XML Writing JavaFX applications that make the most of the underlying Java platform The Java™ Series is supported, endorsed, and authored by the creators of the Java technology at Sun Microsystems, Inc. It is the official place to go for complete, expert, and definitive information on Java technology. The books in this Series provide the inside information you need to build effective, robust, and portable applications and applets. The Series is an indispensable resource for anyone targeting the Java platform.

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer ' s rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “ items ” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Inhaltsangabe:Einleitung: Die Zeit des Personal Computers ist abgelaufen! Genauso, wie vor 20 Jahren die großen, teuren und seltenen Mainframes zu PCs miniaturisiert, verbilligt und in Massen produziert wurden, wiederholt sich die Geschichte heute bei den mobilen Endgeräten. Zum jetzigen Zeitpunkt existieren mehr Mobiltelefone als stationäre PCs, und diese Masse leistungsfähiger, mobiler Endgeräte besitzt, ebenso wie die Personal Computer zur damaligen Zeit, ein enormes Potential. Am Erfolg des iPhone von Apple lässt sich ablesen, dass vielfältige Benutzerprogramme für Mobiltelefone nicht nur möglich, sondern auch vom Kunden nachgefragt sind. Der App Store, das Online-Geschäft von Apple für Applikationen aller Couleur für das iPhone, stellt für 21 Millionen Anwender 85.000 Applikationen bereit und erzielt einen Umsatz von einer Million Dollar pro Tag. Hersteller anderer mobiler Endgeräte sind im Begriff, dieses Konzept zu kopieren. Aber sie können mit proprietären Konzepten nur einen Teil dieses Potentials ausschöpfen. Die unschlagbaren Vorteile mobiler Endgeräte sind ihre Nähe zum Benutzer, ihr einfacher Zugang zu der Hardware durch die Programmierung in einer Hochsprache wie Java sowie ihre Leistungsfähigkeit auf kleinstem Raum. Eine gute Anwendung, die von diesen Vorteilen profitiert, wird gerade energisch von vielen gesucht. Diese Arbeit hat nicht das Ziel, eine Killerapplikation zu liefern. Sie möchte vielmehr den evolutionären Schritt von PIM-Anwendungen (Personal Information Manager: Adressbuch, Kalender, Notizen) auf Handys hin zu einer aktuellen Web 2.0 Anwendung aufzeigen und eine solche Anwendung mit Hilfe etablierter, einfacher und lizenzfreier Techniken entwerfen und beispielhaft implementieren. Da das Thema Web 2.0, insbesondere die Teilnahme an sogenannten Sozialen Netzwerken für immer mehr Menschen sowohl im Beruf als auch im Freizeitbereich an Bedeutung gewinnt, wurde für diese Arbeit die Implementierung eines Programms zur Unterhaltung eines Sozialen Netzwerks für javafähige Mobiltelefone (MIDP-Geräte) als Thema gewählt. In Kapitel 2 wird kurz der Begriff des Sozialen Netzwerks erklärt und die

Verbreitung derartiger Internetangebote beschrieben, wobei insbesondere beleuchtet wird, inwiefern sich etablierte Soziale Netzwerke mittels mobiler Endgerä te nutzen lassen. Im dritten Kapitel werden daraus resultierend die grundsätzlichen Erfordernisse der geplanten Applikation festgehalten. In den Kapiteln 4 bis 8 werden [...]

Ein digitales Soziales Netzwerk geht immer 'am Mann', denn die Zeit des Personal Computers ist abgelaufen! Genauso, wie vor 20 Jahren die großen, teuren und seltenen Mainframes zu PCs miniaturisiert, verbilligt und in Massen produziert wurden, wiederholt sich die Geschichte heute bei den mobilen Endgeräten. Es ist somit an der Zeit Anwendungen für echte persönliche Computer zu entwickeln.

Cryptography, the science of secret writing, is the biggest, baddest security tool in the application programmer's arsenal. Cryptography provides three services that are crucial in secure programming. These include a cryptographic cipher that protects the secrecy of your data; cryptographic certificates, which prove identity (authentication); and digital signatures, which ensure your data has not been damaged or tampered with. This book covers cryptographic programming in Java. Java 1.1 and Java 1.2 provide extensive support for cryptography with an elegant architecture, the Java Cryptography Architecture (JCA). Another set of classes, the Java Cryptography Extension (JCE), provides additional cryptographic functionality. This book covers the JCA and the JCE from top to bottom, describing the use of the cryptographic classes as well as their innards. The book is designed for moderately experienced Java programmers who want to learn how to build cryptography into their applications. No prior knowledge of cryptography is assumed. The book is peppered with useful examples, ranging from simple demonstrations in the first chapter to full-blown applications in later chapters. Topics include: The Java Cryptography Architecture (JCA) The Java Cryptography Extension (JCE) Cryptographic providers The Sun key management tools Message digests, digital signatures, and certificates (X509v3) Block and stream ciphers Implementations of the ElGamal signature and cipher algorithms A network talk application that encrypts all data sent over the network An email application that encrypts its messages Covers JDK 1.2 and JCE 1.2.

This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

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