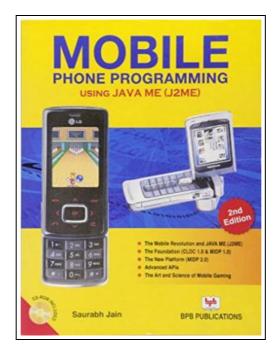
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BPB Publications, 2007. Softcover. Condition: New. 2nd edition. Mobile Phone Programming introduces the reader to the World of new opportunities created with the convergence of computational and communicational Technologies within the mobile phone. This book is useful for people ranging from the mobile gaming hobbyist, mobile gaming professional, novice JAVA programmers interested in venturing into J2ME, the mobile Business application developer and those entrepreneurs who want to understand the Technology behind the convergence revolution. The book starts with an introduction of the convergence Revolution and clarifies the place of J2ME in it. It goes on to cover all the aspects of J2ME programming. The book covers all the APIs that are Essential for Creating J2ME applications and Games ranging from CDI.C 1.0 and MIDP 1.0 to MTDP 2.0 and the 3D API. The book then goes onto cover mobile gaming in a lot of depth. Industry standard Game code has been given as part of the book and on the companion CD. One of the best features of the book is that it includes a list of more than 200 Devices which also Help the programmer to understand the issues relating to code porting. The companion CD includes lots of coding examples ranging from small applications concentrating on a particular aspect of J2ME to several industry standard games. Contents Unit I: THE Mobile Revolution AND J2ME: Chap. 1: The Mobile Revolution Chap. 2: What is J2ME? Chap. 3: Why should I go for J2ME? Chap. 4: What Type of Applications can I Build Using J2ME? Unit II: THE Foundation: Chap. 1: How should I Program in J2ME? Chap. 2: How to Build a MID let? Chap. 3: How to Build a User Interface? Chap. 4: How to Work...



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