Beginning Java ME Platform (Paperback)

By Ray Rischpater

aPress, United States, 2008. Paperback. Book Condition: New. 1st ed.. 234 x 178 mm. Language: English . Brand New Book. Have you thought about building games for your cell phone or other wireless devices? Whether you are a first--time wireless Java developer or an experienced professional, Beginning Java ME Platform brings exciting wireless and mobile Java application development right to your door and device! Beginning Java ME Platform empowers you with the flexibility and power to start building Java applications for your Java--enabled mobile device or cell phone. The book covers sound support, user interface API enhancements, the Mobile Media API, the Game API, 3D graphics, Bluetooth, and more. Furthermore, this book is easy to read and includes many practical, hands--on, and ready--to--use code examples. What you ll learn * Discover the various aspects of Java ME, including J2ME and CDC, with special attention paid to MJSP (JSR248 and JSR249). * Solidify your understanding of the Java platform and which parts of the platform are in various JSRs to help you select the appropriate market--supported platforms on which to deploy and port your applications * Explore the full life cycle of Java ME application development, from design to application obfuscation...

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