STUDY ON JAVA 2 PLATFORM MICRO EDITION (J2ME) AND WIRELESS NETWORK TO DEVELOP A PHOTO EDITOR FOR POCKET PC

Prepared by: Florinda Voo Fu Ping

ABSTRACT

For her final year project, the author has decided to study on Java™ 2 Platform, Micro Edition (J2ME) and develop an application using the technology. The main reason for the author to choose this project is because of the rapid growth of needs of mobile communication. People would like to be connected and can do as many things as possible by using their mobile device wherever and whenever they are. This technology can fulfill those needs.

Variety types of applications that usually only available on computer and notebook now can be developed for use in mobile devices like mobile phone and handheld device which now its users grow highly. The applications that can be developed for example are dictionary, games, even business oriented application.

With the features it has, the author believes in the future this technology would be greatly used and incorporated with many other technologies being developed which support and enhance its usefulness. The author hopes this project can show the great features it is using and encourage other people to learn and adopt the technology.