

## **2. Programming Java Micro Edition (J2ME)**

Many mobile applications use the Java 2.0 Micro Edition (Java ME, J2ME) platform, which was initially developed by Sun for small devices like mobile phones, but is now used on a wide variety of devices. Examples of such devices are: TV set-top boxes, Internet TVs, car computers, phones, pagers, Personal Data Assistants. Java ME uses scaled down subsets of Java Standard Edition (J2SE) components, virtual machines and APIs. It also defines several APIs that are specifically targeted at consumer mobile and embedded devices. The most popular variant of J2ME platform is a Mobile Information Device Profile (MIDP). An application written using the MIDP APIs is called MIDlet, and is directly portable to any MIDP device according to general Java motto “Write Once, Run Anywhere”.

Important aspect of J2ME is its support from huge Java community and its security. MIDlet suites can be cryptographically signed and verified on the device, which gives users some security about executing downloaded code. A permissions architecture controls an application access to critical API, allowing the user to deny untrusted code access to certain device resources. For example, enables to block network connections if it is not explicitly necessary. J2ME is deployed globally on millions of phones and PDAs, and is supported by most of leading integrated development environments.

### **2.1 Understanding J2ME, Configurations and Profiles**

J2ME is divided into configurations, profiles, and optional APIs, which provide specific information about APIs and different categories of devices. A configuration defines a Java Virtual Machine for a specific family of devices, based on memory constraints and processor performance. It specifies a subset of the full Java 2 Platform Standard Edition (J2SE) APIs, that will be used on the mobile device. Currently there are two: the Connected Device Configuration (CDC) and the Connected, Limited Device Configuration (CLDC). Device manufacturers are responsible for porting a specific configuration to their devices. In the course of our laboratory we will concentrate on devices with CLDC configuration.

CLDC configuration encompasses mobile phones, pagers, PDAs, and other small devices having: limited display and input, limited memory (160KB to 512KB), limited CPU power, limited network throughput (data rates starting from 9.6Kbps.) and limited battery life. CLDC 1.1 includes some enhancements to CLDC 1.0, including support for floating-point data types.

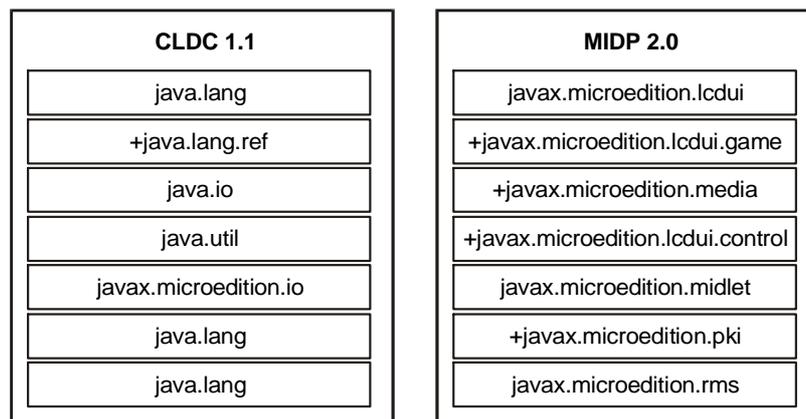
Profiles are more specific than configurations. They provide additional APIs, such as user interface, necessary to develop applications running on the device. A profile is a high level abstraction of all resources for a class of devices which can be used by an application. It includes APIs for application life cycle, user interface, and persistent storage. Several different profiles are being developed under the Java Community Process. For example, the PDA Profile (PDAP) is designed for advanced palmtop devices with an onboard memory 512KB÷16MB and an application model using a subset of the J2SE Abstract Windowing Toolkit (AWT) for graphic user

interface. But at the moment, only one of them, the Mobile Information Device Profile (MIDP) is the most frequently met on the market.

There are two versions of MID profile: basic MIDP 1.0 (JSR 37), and extended MIDP 2.0 (JSR 118) which features a number of enhancements (e.g. support for multimedia, game API, HTTPS connection). During this course, we will concentrate on MIDP 2.0, which has the following requirements:

- A minimum of 256KB of ROM for the MIDP implementation
- A minimum of 128KB of RAM for the Java runtime heap
- A minimum of 8KB of nonvolatile writable memory for persistent data
- A screen of at least 96×54 pixels
- User input by keypad, keyboard, or touch screen
- Two-way network connection

More information about MIDP could be found at <http://java.sun.com/products/midp/>. The APIs available to a MIDP application come from packages in both CLDC and MIDP (Figure 2-1).



**Figure 2-1** Java packages composing basic J2ME/MIDP 2.0 application programming interface

Optional packages provide functionality that may not be included in a specific configuration or profile. One example of an optional package is the Bluetooth API [BTAPI] described in JSR-82, providing a standardized API for Bluetooth networking, which could be used on devices equipped with Bluetooth transmitter. Another example is JSR-75 [PIM & File Data API] which enables personal information management (phone contacts, calendar events, alarms, etc) and direct access to the device file system and additional memory cards.

## 2.2 Tools – J2ME Programming Environments

Although the MIDlets are designed to run on a small pocket-size devices, they are programmed on regular desktop computers. There is a very wide choice of different IDEs supporting MIDlet programming under a variety of OSes. Because J2ME creation was led by Sun, the first programming tool could be Sun’s J2ME Wireless Toolkit, available from <http://java.sun.com/products/j2mewtoolkit/>. Unfortunately, this WTK toolkit does not contain a specialized programming editor or

other important developing tools enabling advanced debugging of MIDlet code. Among other possible IDEs, the most popular are (in alphabetical order):

- Borland JBuilder X Mobile Edition,
- Eclipse J2ME Plugin,
- IBM WebSphere Studio Device Developer,
- NetBeans Mobility,
- Nokia Developer's Suite for J2ME,
- Research In Motion BlackBerry Java Development Environment,
- Sun Java Studio Mobility.

In the course of this laboratory, NetBeans will be suggested as a professional and very comfortable J2ME programming environment (See figure 2-2). As an alternative to NetBeans, the Eclipse could be chosen. In general, NetBeans is an IDE for developing Java server and client applications. By additional installation of NetBeans Mobility Pack plug-in, its functionality is extended to Java Microedition development (NetBeans version 6.0 and above comes integrated with mobility pack). NetBeans with Mobility Pack supports two J2ME configurations and two additional embedded platforms:

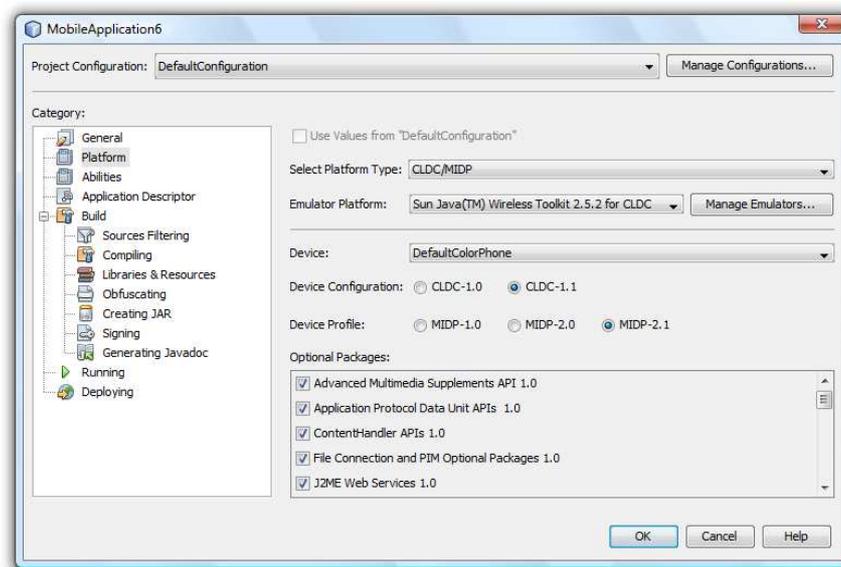
- Connected Limited Device Configuration (CLDC). Which includes support for the area of our interest: Mobile Information Device Profile (MIDP).
- Connected Device Configuration (CDC). Supporting advanced smart phones, set-top boxes, embedded servers and devices.
- JavaFX Mobile. Supporting mobile, desktop, web and television screens.
- Java Card platform which enables application development for smart cards and other microdevices.



**Figure 2-2** Game Builder - example screen of NetBeans IDE programmer interface

The first step in developing MIDlet applications is to create a new Project, which contains information about application components: program files, resources and IDE

configuration settings. To create a project, select File→New Project from the main menu of NetBeans IDE. Then select Java ME in the project Categories window and choose Mobile Application (for totally new code) or alternatively Mobile Project with Existing MIDP Sources (for importing from existing code). In the case of a new project, following dialog windows of project wizard enables to set the project name, location, select emulator platform, and give the names of new MIDlet class and package name. Project properties can be browsed and modified by selecting File→Project Properties (Figure 2-3). Using this option, we can review and edit: included optional packages, application descriptor attributes for JAD and JAR manifest, additional libraries, JAR names, MIDlet signing settings, and many other.



**Figure 2-3** NetBeans IDE MIDP project properties dialog.

After finishing the MIDlet code editing, the project should be compiled by selecting Run→Build Project option. To run the MIDlet on the mobile device emulator, select Run→Run Main Project option from main IDE menu (or Debug Main Project to initialize debugging). You will see a mobile phone emulator window with the screen showing a list of MIDlets in the downloaded MIDlet suite (in most cases there will be only one). Finally, click on the LAUNCH soft button to start up the MIDlet, and see the first MIDlet screen. To finalize testing, select the MIDlet's EXIT command to leave the MIDlet, and then close the emulator window or hit the ESC key, to end the emulator session

One or more MIDlets can be packaged in a single jar file and distributed as a MIDlet suite. All of the MIDlets in a suite are installed onto a device as a single entity and can share their resources. A MIDlet suite consists of Java Application Descriptor file (.jad) and Java Archive file (.jar). The JAD file includes the archive file name, the names and classes for each MIDlet in the suite, and more. The JAR file contains the MIDlet classes and resource files (data, icons, sounds, etc.). In NetBeans IDE, the

JAD and JAR files for the MIDlet suite will be generated and placed in the "dist" subdirectory of the project.

The final step of our application development is a MIDlet suite deployment, i.e. the process of transferring the application developed in the IDE to a mobile device. NetBeans IDE supports several methods of deployment, as an example:

- Device Anywhere Deployment - website for professional mobile developers that allows you to remotely deploy MIDlet suites to the most popular mobile devices on the market today. (Registration required).
- File Transfer Protocol (FTP) - uses the file transfer protocol to move the MIDlet suite files to a remote server over the Internet.
- Nokia Mobile Devices - transfers the MIDlet suite files to a Nokia Mobile device from the IDE using Nokia's PC Suite.
- Sony Ericsson Phone - transfers the MIDlet suite files to a Sony Ericsson phone. This deployment method also enables you to run and debug the on-device application from the IDE.
- Windows Mobile Devices - transfers the MIDlet suite files to a Windows Mobile device using ActiveSync and Sun's CLDC/MIDP Virtual Machine.

We may also use any file transfer tool (via USB cable or Bluetooth connection) to copy the JAR/JAD files to the physical mobile device memory.

## 2.3 Programming Exercises

In the following sections, we are going to illustrate the MIDlet development process with five practical programming exercises. These exercises are planned to be performed in the course of the three beginning laboratory classes. Every exercise is supported with brief theoretical introduction and contains sample code listings. In first exercises, the laboratory participants will get familiar with MIDlet life cycle, creation of user friendly interface from high-level components and generation of two-dimensional graphic. Fourth exercise concerns examples of Wireless Messaging Services based on SMS interception. The last exercise is devoted to MIDlet's capabilities of persistent data storage.

### Exercise J2ME.ex1 Standard MIDlet Life Cycle

- Create a simple application (with a very limited or without user interface), demonstrating all possible states and transpositions of MIDlet's life cycle:
- a) Pure background MIDlet (console) application, which does not possess any graphical user interface components, which notifies life cycle changes by `System.out.print()` messages in debug/output window of IDE.
  - b) "HelloWorld" application displaying a single `Form` with the selected title, which quits after counting down assigned time interval (e.g. 5 seconds).

MIDP applications are called MIDlets, as continuation of the Java naming pattern from applets and servlets. To be classified as a MIDlet, a mobile Java application must extend the abstract class `javax.microedition.midlet.MIDlet`,

which controls the MIDlet lifecycle. Moreover it has to be packaged and distributed in a Java Archive (JAR) file which includes a MANIFEST.MF file.

The core of the MIDlet lifecycle is the Application Management Software (AMS), which is a part of the device's operating environment and manages MIDlet states. As the result of MIDlet launching, the AMS instantiates it by calling the method, which starts its lifecycle. Then AMS maintains control over the MIDlet lifecycle throughout its execution. As a response to user initiated actions, or other events (like a phone call) the MIDlet can be send to the background (paused state). The system can close a MIDlet at any time. Just before closing, the AMS calls the MIDlet's `destroyApp()` method, then waits about 5 seconds to give it a chance to save resources, and finally terminates the MIDlet forcefully.

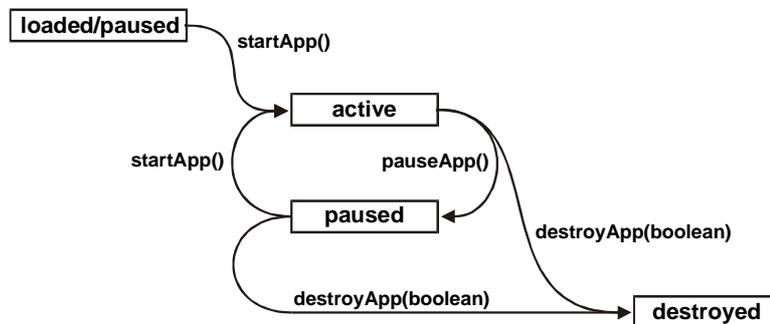


Figure 2-4 The life cycle of the MIDlet [5]

To organize a MIDlet life cycle, it was decided that MIDlet can exist in four different states: loaded, active, paused and destroyed. Figure 2-4 gives an overview of the MIDlet lifecycle and Listing 2-1 illustrates the skeleton of typical MIDlet class code implementation.

Listing 2-1 Skeleton of typical MIDlet class implementation

```

import javax.microedition.midlet.*;

public class ExampleMIDlet extends MIDlet {
    public ExampleMIDlet() {
        System.out.println(">>> Entering Constructor");
        // . . .
    }

    public void startApp() {
        System.out.println(">>> Entering StartApp");
        // . . .
    }

    public void pauseApp() {
        System.out.println(">>> Entering PauseApp");
        // . . .
    }

    public void destroyApp(boolean unconditional) {
        System.out.println(">>> Entering destroyApp");
        // . . .
    }
}
  
```

When a MIDlet is loaded onto the device, its constructor is called, and the MIDlet enters the loaded state. When a user launches the MIDlet, the program manager (AMS) starts the application by calling the `startApp()` method. After `startApp()`, the MIDlet enters the active state, and hold it until the program manager calls `pauseApp()` or `destroyApp()`. All state change callback methods should perform as fast as possible, because the state is not changed before the method returns. In the `pauseApp()` method, the MIDlet should release resources that are not needed while paused, to avoid resource conflicts with other applications and to reduce battery power consumption. Calling `destroyApp()` method, indicates that the MIDlet process should terminate. The MIDlet can request that it does not enter the destroyed state by throwing a `MIDletStateChangeException`. This only is a valid response if the unconditional flag is set to false.

State changes could be also initialized by the MIDlet itself. Being in active state, MIDlet can call `notifyPaused()` method, which notify the application manager that it decides to go to the paused state. Being in paused state, the MIDlet can request to resume its activity by calling `resumeRequest()` (which would result with `startApp()` callback, if AMS decides to activate this application). In order to force termination, a MIDlet can call `notifyDestroyed()` method, which notifies the application management software that it has entered into the destroyed state. Be careful, in this case, the application management software will not call the `destroyApp()` callback method, and the MIDlet must have performed all the cleaning operations by itself. Termination by calling `System.exit()`, known from standard edition, is not supported in MIDP. The MIDlet, can also send itself to the background by calling `Display.setCurrent(null)` method (described in the second exercise). In fact, this command will not change the current displayable, but will be interpreted by AMS as a request from the application to be placed into the background. In similar manner, to activate from the background, the MIDlet can call `Display.setCurrent(Displayable)`, where `Displayable` is a reference to window object, which should be shown on the device screen.

**Listing 2-2** Example implementation of "Hello World" flash-up MIDlet

```
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;

public class HelloWorld extends MIDlet {

    public void startApp() {
        Display.getDisplay(this).setCurrent(new Form("Hello World")); ①
        // 1 second delay
        try{ Thread.sleep(1000); } ②
        catch(InterruptedException e){}
        notifyDestroyed(); ③
    }

    public void pauseApp() {}

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

Listing 2-2 presents more interesting example code of flash-up "Hello World" MIDlet, which: ① creates user interface window entitled "Hello World", then waits some time interval (in milliseconds) ②, and finally calls `notifyDestroyed()` method ③, to inform AMS about its lifecycle termination. In a more correct MIDlet implementation, operations ② and ③ should be transferred to a separate thread (because `startApp()` method should not contain any time consuming elements). This separate thread could randomly call all possible MIDlet's signaling methods: `notifyPaused()`, `resumeRequest()`, `notifyDestroyed()`. The resulting messages, notifying about state changes, could be observed in output console window of NetBeans IDE.

## Exercise J2ME.ex2

### MIDlet User Interface and Input Event Handling

Create a MIDlet application utilizing MIDP High-Level UI API to compose user friendly interface for standard key-pad based cell phone.

- a) MIDlet implementation of currency exchange calculator.
- b) MIDlet implementation of questionnaire form, collecting selected personal, education and employment data for national census (for future sending, by SMS or WLAN, to census office)
- c) The user interface for a foreign language mini-dictionary for a tourist, supporting self-memorizing and quick searching for popular phrases.

The user interface requirements for mobile devices are different from those for desktop computers. The display size of handheld devices is smaller, and the input does not always include pointing devices like a mouse or a stylus. We cannot follow the same user interface programming guidelines for applications running on desktop computers and hand-held devices. The MIDP creators decided not to translate the existing Java standard edition UI packages, like AWT or Swing, for J2ME. The reason is, that mentioned packages are optimized for desktop computers. They support many features not found on handheld devices. For example, extensive support for window management, such as resizing overlapping windows. However, the limited display size of handheld devices makes resizing a window impractical. Additionally, the shape of mobile application window has to reflect the shape of the device screen, which is usually diverse for different device classes. Simultaneously, the application interface has to adopt to dynamical changes of mobile device screen orientation (vertical or horizontal).

To achieve high portability between different devices, the API employs a high-level abstraction and gives you little control over its look and feel. For example, you cannot define the visual appearance (shape, color, or font) of components. It is the device manufacturer responsibility to define the exact implementation of components appearance and manage all necessary adaptation to the device's hardware and native user interface style.

The central abstraction of the MIDP UI is a `displayable`, i.e. an object that has the capability of being placed on the display. `Display` class represents the display

hardware, whereas `Displayable` is something that can be shown on it. The high-level API is based on `Screen`, i.e. an application window which fills up the whole area of the device display (except for a thin strip at the top or bottom of the display). `Screen` class inherits from `Displayable`, and all high-level API windows are implemented by classes that inherit from the `Screen` class. Only one screen can be visible at a time, and the user can traverse only through the items on that screen, or switch to another screen.

The `Display` class and all other user interface classes of MIDP are located in the package `javax.microedition.lcdui`. To show something on a MIDP device screen, you need to obtain the device's display. The `Display` class provides a `setCurrent()` method that sets the current display content of the MIDlet.

When a MIDlet application is first started, there is nothing displayed on the device screen and there is no current `Displayable` object. It is the responsibility of the application to ensure that some `Displayable` is visible and can interact with the user at all times. Therefore, the application should always call `setCurrent()` as part of its initialization. The display hardware (of a device) can be accessed by calling the static method `getDisplay()`, where the MIDlet itself is given as a parameter. To show a `Displayable` object we must use the `setCurrent()` method on the `Display` object, as on example listing below:

```
Form exampleForm = new Form ("Display some Displayable");
Display display = Display.getDisplay(this);
display.setCurrent (exampleForm);
```

In following subsections, we shortly review some descendants of basic `Screen` class which with great probability will be used in laboratory programs:

### Alert

The simplest subclass of a `Screen` is an `Alert`. It consists of a label, text, and an optional `Image`. It is possible to set a period of time the `Alert` will be displayed before another `Screen` is shown. The parameter must either be a positive time value in milliseconds, or the special value `FOREVER`. In this second case, the `Alert` will be shown until the user confirms it. The following code creates an `Alert` with the assigned title, content text, and displays it until it is confirmed by clicking "Done" button:

```
Alert exampleAlert = new Alert ("Title of Example Alert");
exampleAlert.setTimeout (Alert.FOREVER);
exampleAlert.setString ("Text displayed in the Alert window");
display.setCurrent (exampleAlert);
```

Other methods of an `Alert` class enable to set remaining properties:

- `setType(AlertType)` – the type of generated alert (i.e. constant from `AlertType` class: `ALARM`, `ERROR`, `INFO`, etc) which usually influences the generated alert sound,
- `setImage(Image)` – an icon/image displayed in `Alert` window,
- `setIndicator(Gauge)` – an activity indicator showing the passing time of the `Alert` displaying period.

## Forms and Items

The most important subclass of `Screen` is the class `Form`. In many aspects it is analogous to `Forms` known from Standard Edition API. A `Form` can hold any number of items such as `StringItem`, `TextField`, `ChoiceGroup`, etc. Items can be added to the `Form` using the `append()` method. Possible subclasses of `Item` are presented in table 2-1:

**Table 2-1** Subclasses of `Item`, which can populate a `Form` (an application window)

Item	Description
<code>ChoiceGroup</code>	Enables selection of elements in a group.
<code>DateField</code>	Used for editing date and time information.
<code>Gauge</code>	Displays a bar graph for integer values.
<code>ImageItem</code>	Used to control the layout of an <code>Image</code> .
<code>StringItem</code>	Is a simple read-only text element.
<code>TextField</code>	Holds a single-line input field.

All the above items have one common property `Label`, which can be managed by `setLabel(String)` and `String getLabel()` methods. The `Label` should give the short description of the `Item` meaning. It could be removed by setting to `null`, but its presence and descriptiveness is very important in the case of interactive items like `TextField`, values of which are usually entered in separate full screen window entitled with the item's `Label`. Without the labels, it is difficult to associate the sense of entered values.

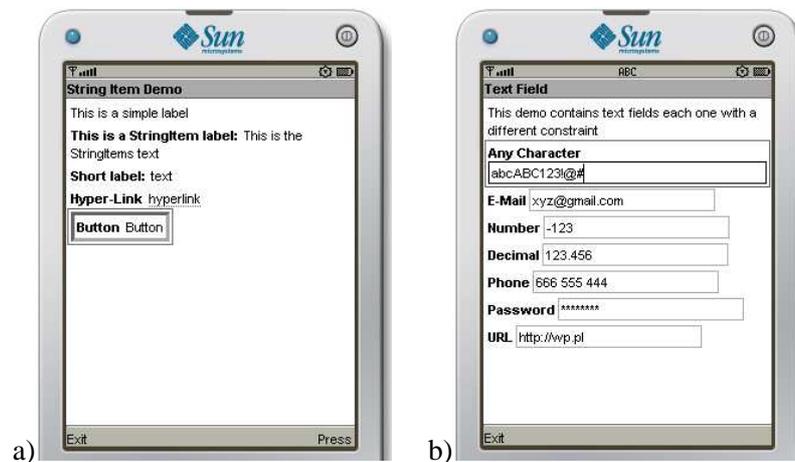
In contrast to the Abstract Windows Toolkit, the `Item` components cannot be positioned or nested freely. `Item`'s method `setLayout(int layout)` enables to influence the relative position of `Item` to positions of other items in sequence, where `layout` is a composition of layout constants combined using the bit-wise OR operator '|'. Example of layout constants are:

- `LAYOUT_LEFT`, `LAYOUT_RIGHT`, `LAYOUT_CENTER` – values indicating horizontal alignment
- `LAYOUT_TOP`, `LAYOUT_BOTTOM`, `LAYOUT_VCENTER` – values indicating vertical alignment
- `LAYOUT_NEWLINE_BEFORE`, `LAYOUT_NEWLINE_AFTER` – constants setting line breaking points in the stream of successive items.

Thorough description of all components of MIDlet user interface API is provided in JavaDoc documentation of `javax.microedition.lcdui` package. A very good illustration of every item functionality and appearance, is a User Interface Demo application which can be found in [File→New Project→Samples→Java ME](#) project category entitled as "UI Demo". In this place, we describe only two `Item` components: `StringItem` and `TextField`, which certainly will be used in student's applications created in the course of this Mobile Computing laboratory.

## StringItem

A `StringItem` is a simple display-only component with three characteristic properties: label, textual content and appearance mode. Both the label and the textual content of a `StringItem` may be modified by the application at any moment by calling `setText(String)` and `setLabel(String)` methods, but cannot be directly edited by the user. The appearance mode can be set at `StringItem` creation phase as a third argument of the constructor. The appearance could be one of the constants: `Item.PLAIN`, `Item.HYPERLINK`, or `Item.BUTTON` and influence the way how the `StringItem` text is displayed on the screen (as a plain text, like a hyperlink in a browser or as a push button). Listing 2-3 illustrates Java code which could be used to create `StringItems` collection presented on figure 2-5.a.



**Figure 2-5** Illustration of `StringItem` and `TextField` appearance in "UI Demo"

a) `StringItems` with different `appearanceMode` (`PLAIN`, `HYPERLINK`, `BUTTON`)

b) `TextFields` with different constraints (`ANY`, `EMAILADDR`, `NUMERIC`, etc)

**Listing 2-3** Snippet of `StringItem` Demo application code.

```
Form mainForm = new Form("String Item Demo");
mainForm.append("This is a simple label");
mainForm.append(new StringItem("This is a StringItem label: ",
                                "This is the StringItems text"));
mainForm.append(new StringItem("Short label: ", "text"));
mainForm.append(new StringItem("Hyper-Link ", "hyperlink",
                                Item.HYPERLINK));
mainForm.append(new StringItem("Button ", "Button", Item.BUTTON));
```

## TextField

Textual input is handled by the class `TextField`. In MIDP emulator, text can be entered directly into a `TextField` either by clicking the number buttons in the emulator or by typing on the keyboard. However, majority of MIDP real phone

implementations show a separate screen for edition of each. The constructor of `TextField` takes four values: a label, initial text, a maximum text size, and constraints:

```
TextField(String label, String text, int maxSize, int constraints);
```

The different constraints allow the application to request that the user's input be restricted in a variety of ways. For example, if the application requests the `NUMERIC` constraint, the implementation must allow only numeric characters to be entered. A basic restrictive constraint settings are listed in table 2-2:

**Table 2-2** Graphics constants used to restrict user input to `TextField` instances

Constant	Meaning
ANY	Allows any text to be added.
EMAILADDR	Adds a valid e-mail address, for instance <a href="mailto:me@mail.com">me@mail.com</a>
NUMERIC	Allows integer values.
PASSWORD	Lets the user enter a password. Entered text is masked with '*'.
PHONENUMBER	Lets the user enter a phone number.
URL	Allows a valid URL.

Figure 2-5.b illustrates possible use of these constraints in a `Form` containing several different text field inputs.

### Event Handling with Commands and Listeners

Receiving changes and events generated by high-level screens and items in MIDP is based on a listener model, similar to standard edition AWT API. There are two kinds of listeners: `CommandListener` and `ItemStateListener`. The former, is related to a very flexible user interface concept, a `Command`. A `Command` is something the user can invoke. It could be GUI button, hardware button, text menu option, voice recognized command, etc. Usually `Commands` are implemented by so-called *soft buttons*, i.e. additional hardware buttons without fixed functionality. Typical phone device provides at least two such buttons placed just below phone display. Their functionalities are dynamically assigned by textually displayed button "names" (on the bottom strip of the display) depending on the application context. The device determines how the commands are shown on the screen. If the number of activated `Commands` exceeds the number of available hardware buttons, a separate text *menu* is created automatically to collect all exceeding commands. To create a `Command`, we need to supply a label, a type, and a priority:

```
Command(String label, int commandType, int priority);
```

The `label` string contains the displayed name of the button/option. The `commandType`, provided by the developer during `Command` construction, is an additional hint for the device system, about where and how to arrange the displaying of the `Command`. It is used to signify commonly used `Commands` and place them in the manner most expected by the user. For example, if in the native phone system, the `exit` operation is always assigned to the leftmost *soft button*, the MIDP will make the same assignment for the `Command.EXIT` command. Example command types are listed in table 2-3:

**Table 2-3** Graphics constants used to indicate a Command type

Command type	Meaning
BACK	Returns to the previous screen.
CANCEL	Standard negative answer to a dialog
EXIT	For exiting from the application.
HELP	A request for on-line help.
ITEM	Specific to the Items of the Screen or the elements of a Choice
OK	Standard positive answer to a dialog
SCREEN	An application-defined command
STOP	A command that will stop some currently running process, operation, etc.

Every Command has a priority. Lower numbers indicate higher priority. The priority '0' Command will most probably be shown up on the screen directly (as the *soft button*). The other Commands will most likely end up in a secondary *menu*. To create a standard OK command, for example, we would do this:

```
Command commandOK = new Command("OK", Command.OK, 0 );
```

Created commands could then be added (or removed) to a Form or any other subclass of Displayable by using the following Displayable inherited methods:

```
public void addCommand( Command newCommandObject );  
public void removeCommand( Command removedCommandObject );
```

Added commands are shown on the related Displayable and generate appropriate events when a user invokes them (by pressing a button or selecting a menu option). As we stated before, the MIDP uses a classic Java listener model for detecting command actions. The events are sent to the `commandAction` callback method of the associated `CommandListener`. At least one of the MIDlet objects (or the MIDlet itself) has to implement `CommandListener` interface, and should be registered to the considered Displayable using the `setCommandListener(listener)` method. Only one listener is allowed for each Displayable class instance, but the same listener can be registered to several displayables. The `commandAction()` method receives two parameters:

```
public void commandAction(Command comm, Displayable disp);
```

The `comm` parameter object identifies the Command which was invoked. The `disp` parameter identifies the Displayable on which this event has occurred. Using these parameters the `commandAction` implementation can distinguish different sources of the event and generate an adequate action on adequate Displayable. `CommandListener` method should return immediately because MIDP specification does not require the platform to create several threads for the event delivery. Thus, if a `CommandListener` method return is delayed, the system may be blocked. Listing 2-4 illustrates single Form MIDlet with two associated Commands.

**Listing 2-4** Example implementation of Hello World start-up MIDlet

```
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;

public class HelloWorld extends MIDlet implements CommandListener {

    private Form mainForm;

    public HelloWorld () {
        mainForm = new Form("Hello World");
        mainForm.append(new StringItem(null, "Welcome!"));
        mainForm.addCommand(new Command("Exit", Command.EXIT, 0));
        mainForm.addCommand(new Command("Change item", Command.ITEM, 1));
        mainForm.setCommandListener(this);
    }

    public void startApp() {
        Display.getDisplay(this).setCurrent(mainForm);
    }

    public void pauseApp() {}

    public void destroyApp(boolean unconditional) {}

    public void commandAction(Command c, Displayable s) {
        if( c.getCommandType() == Command.EXIT )
            notifyDestroyed();
        else
            ((StringItem)mainForm.get(0)).setText("Press Exit! Goodbye!");
    }
}
```

Summing up, `CommandListener` with its `commandAction` method is dedicated to handle signals from *softbuttons* and *menu* elements.

The second interface `ItemStateListener` is dedicated to receive events that indicate changes in the internal state of the interactive `Items` within a `Form` screen (value adjustments of an interactive `Gauge`, `TextField` value changes, switching the state of `ChoiceGroup`, etc.). Most of items in a `Form` can fire events when the user changes them. Our application can listen for these events by registering an `ItemStateListener` (with the method: `setItemStateListener (ItemStateListener iListener)`). When an item state change is detected, the listeners method `itemStateChanged (Item item)` is called.

### Exercise J2ME.ex3

#### Drawing Low Level Graphics on the Device Screen

Create a MIDlet application utilizing `Canvas` object for implementing custom user interface composed of geometrical figures and animation.

- a) Implement selected two-dimensional computer game (like Ping-Pong, PacMan or Arkanoids) which demands to perform some simple drawing and animation.

- b) For devices with a touch screen, supporting pointer events, create a simple “Paint”-like graphical editor, which allows one to draw basic figures (lines, rectangles, circles)

MIDP profile offers a low level API based on Canvas class from package `javax.microedition.lcdui`, that allow us fully control the device’s screen at pixel level. Canvas is another subclass of `Displayable`, so in result, a MIDlet can mix and match regular full screen `Displayable` (like `Forms`, `Alerts`, `Lists`, etc) with full screen graphics `Canvases`. For example, a game application can be composed of high-level `Forms` (to modify game setup, configuration or player preferences in the text-based mode) and several `Canvases` representing different graphic scenes of the game course. But in contrast to AWT, Canvas graphics does not allow to mix high-level and low-level components on the same screen simultaneously.

The Canvas provides a `paint(Graphics g)` callback method, similar to the `paint()` method in custom AWT or Swing components. Whenever the MIDP system determines that it is necessary to redraw the content of the device screen, the `paint()` callback method of Canvas is called. A typical Canvas implementation is presented on Listing 2-5:

**Listing 2-5** Simple demo of typical Canvas implementation

```
import javax.microedition.lcdui.*;

public class DrawingDemoCanvas extends Canvas {
    public void paint(Graphics g) {
        // Draw stuff using Graphics object <g>
        . . .
        g.setColor(128,255,0);
        g.drawLine(0,0,10,20);
        . . .
    }
}
```

In order to see our `DrawingDemoCanvas` on the screen, we need to set it as a current `Displayable` object for the MIDlet device display. Example of such operation is presented on Listing 2-6.

**Listing 2-6** Setting example Canvas as a current `Displayable`

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class DrawingDemoMIDlet extends MIDlet {
    public void startApp(){
        Display.getDisplay(this).setCurrent(new DrawingDemoCanvas());
    }

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

Using the Canvas object, we can draw whatever we want on the screen, find out exactly which keys a user is pressing on, and detect pointer position, if the device is supporting stylus, touch screen or a trackball.

The Graphics class, which is an argument of a Canvas `paint()` method, contains methods for drawing shapes, text, and images on the Canvas surface. MIDP's Graphics class is similar to the Graphics and Graphics2D classes in J2SE but it is much smaller. Coordinate space of the drawing is based on the pixels of the device screen. By default, the origin of this coordinate space (0,0) is located in the upper-left corner of the Canvas. We can find out the size of the Canvas by calling `getWidth()` and `getHeight()` methods which return surface dimensions in screen pixels. In the case it could be useful, we can adjust the origin of this coordinate space by calling the `translate(int x, int y)` method, which translates the origin of the graphics context to the point (x, y). To find out the location of the translated origin relative to the default origin, call `getTranslateX()` and `getTranslateY()`.

**Table 2-4** Drawing methods of J2ME Canvas

Method name and arguments	Description
<code>drawLine(int x1, int y1, int x2, int y2)</code>	Draws a line from point (x1,y1) to (x2,y2)
<code>drawRect(int x, int y, int width, int height)</code>	Draws an empty rectangle with the upper-left corner at the given (x,y) coordinates, with the given width and height
<code>drawRoundRect(int x, int y, int width, int height, int arcWidth, int arcHeight)</code>	Like <code>drawRect()</code> , plus additional radii are given for rounded corners of rectangle
<code>drawArc(int x, int y, int width, int height, int startAngle, int arcAngle)</code>	Draw the outline of a circular or elliptical arc covering the specified rectangle and angles
<code>fillTriangle(int x1, int y1, int x2, int y2, int x3, int y3)</code>	Fills the triangle specified by three corners (x1,y1), (x2,y2), (x3,y3)
<code>fillRect(int x, int y, int width, int height)</code>	Fills the area of the rectangle (x,y) (x+w,y+h)
<code>fillRoundRect(int x, int y, int width, int height, int arcWidth, int arcHeight)</code>	Fills the specified rounded corner rectangle with the current color.
<code>fillArc(int x, int y, int width, int height, int startAngle, int arcAngle)</code>	Like <code>drawArc()</code> , but fills the corresponding region with the current color
<code>drawImage(Image image, int x, int y, int align)</code>	Draws the specified image aligned relative to the specified anchor point (x,y)

All basic drawing methods of the Canvas are listed in the Table 2-4. First four methods draw only outline of a figure (using the concept of current color and line style), the following four methods draw shapes filled with the current color. The last primitive, draws an image which was earlier created in memory, loaded from

application resources or downloaded from network. Alignment for the `drawImage()` method is created by composing vertical alignment constants (`Graphics.TOP`, `VCENTER`, `BOTTOM`) with the horizontal alignment constant (`Graphics.LEFT`, `CENTER`, `RIGHT`).

For grayscale devices `Graphics` provides `setGrayScale(int greyness)` as a method to control figure shade. An argument is a number from 0 (for black) to 255 (for white). Current grayscale value can be retrieved by calling `getGrayScale()`.

In devices with color screen, colors are represented as combinations of red, green, and blue, with 8 bits for each color component. We can set the current drawing color using the method `setColor(int RGB)`, where the color argument is specified in the form of `0x00RRGGBB` (least significant eight bits giving the blue component, the next eight the green, and the third eight bits giving the red component, the highest order byte is ignored). An alternate three argument method `setColor(int red, int green, int blue)` accepts red, green, and blue values as integers in the range from 0 to 255.

Different devices can support different levels of color representation. Starting from monochrome (black & white) known as “1-bit color”, up to full 24-bit color. Two `Display` methods `isColor()` and `numColors()` return useful information about the color capabilities of the device:

```
boolean Display.getDisplay(this).isColor(); //monochrome or color
int Display.getDisplay(this).numColors(); //number of colors
```

Example Listing 2-7 illustrates sequence of `Canvas` drawings to create smiling face

**Listing 2-7** Example `Canvas` `paint()` implementation - a smiling face

```
public void paint(Graphics g) {
    // Calculate face size in relation to screen dimensions
    int w = getWidth();
    int h = getHeight();
    int size = Math.min ( w, h ) / 2;

    // Clear the background and translate the graphics origin
    g.setColor ( 255, 255, 255 );
    g.fillRect ( 0, 0, w, h );
    g.translate ( w/2, h/2 );

    // Draw the face filling and outline
    g.setColor ( 255, 255, 200 );
    g.fillArc ( -size/2, -size/2, size, size, 0, 360 );
    g.setColor ( 0, 0, 0 );
    g.drawArc ( -size/2, -size/2, size, size, 0, 360 );

    // Draw mouth and eyes
    g.drawArc ( -size/6, size/7, size/3, size/6, 0, -180 );
    g.setColor ( 150, 150, 255 );
    g.fillArc ( -size/6-10, -size/6-10, 20, 20, 0, 360 );
    g.fillArc ( +size/6-10, -size/6-10, 20, 20, 0, 360 );
}
```

Lines can be drawn with two line styles represented by constants in the `Graphics` class: `Graphics.SOLID` (the default) and `Graphics.DOTTED` for

dotted lines. We can set or retrieve the current style using methods: `setStrokeStyle()` and `getStrokeStyle()`.

Apart from geometrical figures, graphic interfaces usually contain texts written with different decorative fonts and sizes. Canvas graphics provide three methods for drawing text specified as an ASCII code, an array of chars or a String:

```
public void drawChar(char character, int x, int y, int anchor);
public void drawChars(char[] data, int offset, int length,
                     int x, int y, int anchor);
public void drawString(String str, int x, int y, int anchor);
```

Assigned text is drawn relative to the location and type of anchor. Anchor location is specified with coordinates (x,y). Anchor type is defined by horizontal (Graphics.LEFT, HCENTER, RIGHT) and vertical (Graphics.BOTTOM, BASELINE, TOP) components. The following example shows how to locate text at various areas/corners of the Canvas (Listing 2-8)

**Listing 2-8** Demo of drawing text (`drawString`) in Canvas

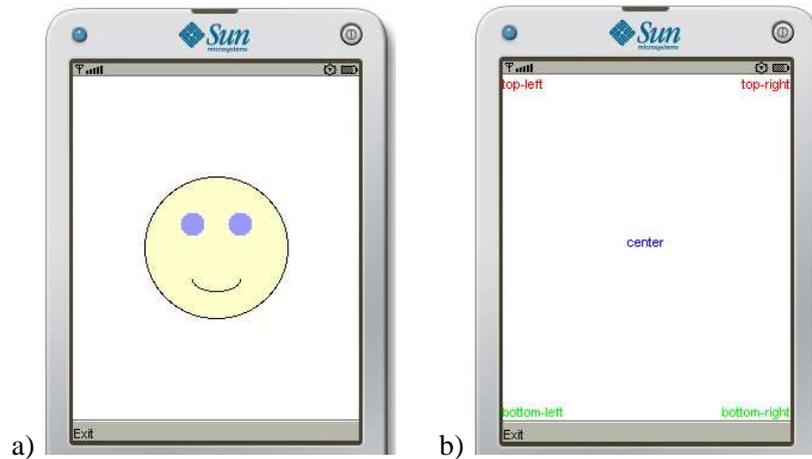
```
import javax.microedition.lcdui.*;

public class TextDemoCanvas extends Canvas {
    public void paint(Graphics g) {
        int w = getWidth();
        int h = getHeight();
        g.setColor(0xffffffff);
        g.fillRect(0, 0, w, h);
        // Label the four corners
        g.setColor(255,0,0);
        g.drawString("top-left", 0, 0,Graphics.TOP|Graphics.LEFT);
        g.drawString("top-right", w, 0,Graphics.TOP|Graphics.RIGHT);
        g.setColor(0,255,0);
        g.drawString("bottom-left", 0, h,Graphics.BOTTOM|Graphics.LEFT);
        g.drawString("bottom-right", w, h,Graphics.BOTTOM|Graphics.RIGHT);
        // Mark the center of the screen
        g.setColor(0,0,255);
        g.drawString("center",w/2,h/2,Graphics.BASELINE|Graphics.HCENTER);
    }
}
```

It is also possible to control: face, style and size of drawn fonts. There are three available font faces represented by constants in the Font class: FACE\_SYSTEM, FACE\_MONOSPACE, and FACE\_PROPORTIONAL. Font style can be combined by binary “or” operation of STYLE\_PLAIN, STYLE\_BOLD, STYLE\_ITALIC, and STYLE\_UNDERLINE constants. The size can be simply SIZE\_SMALL, SIZE\_MEDIUM, or SIZE\_LARGE.

For example, to create a large, bold, italic, proportional font and to set it active style for subsequent text drawings, the following two calls should be done:

```
Font myFont = Font.getFont( Font.FACE_PROPORTIONAL,
                          Font.STYLE_ITALIC | Font.STYLE_BOLD,
                          Font.SIZE_LARGE);
graphics.setFont(myFont);
```



**Figure 2-6** Drawing results of `paint()` implementation from listings a) 2-7 b) 2-8

Because the `Canvas` class inherits from `Displayable`, it provides the same support for `Command` (soft buttons) as classes from the high-level interface (e.g. `Form` or `Alert`). To arrange user input interactions with `Canvas` contents, standard approach with `CommandListener` interface could be used. But, `Canvas` also handles events at a lower level, which enables to handle interaction with the individual keys of a device. There are three callback methods which are called whenever the user presses and releases a key:

```
protected void keyPressed(int keyCode);
protected void keyReleased(int keyCode);
protected void keyRepeated(int keyCode);
```

All three methods provide an integer argument denoting the Unicode character code assigned to the manipulated button on the device keyboard. If a button has no Unicode correspondence, the given `keyCode` has negative value. Because most MIDP devices have phone keypad, `Canvas` provides several constants corresponding to standard keypad numeric keys from `KEY_NUM0`, `KEY_NUM1`, `KEY_NUM2`, ..., to `KEY_NUM9`, and including `KEY_STAR` and `KEY_POUND`. Devices may have more keys than these (pressing of which will result in device-specific key codes), but portable applications should not rely on the presence of any additional key codes. If it is necessary, an application can get the real *name* of the pressed key by calling `getKeyName(key)` method.

Nowadays, most of mobile devices support a pointing device like stylus and a touch-sensitive screen. The `Canvas` API provides methods for testing pointer device support: `hasPointerEvents()` and `hasPointerMotionEvents()`. If the device supports pointer events, the following callback methods get called when the pointer is pressed, released or dragged:

```
protected void pointerPressed(int x, int y);
protected void pointerReleased(int x, int y);
protected void pointerDragged(int x, int y);
```

While implementing any of abovementioned user input event callback methods, please remember, that all of them and the `paint()` method are called serially. All these methods should return quickly to protect against situation when the user interface becomes frozen. Any longer processing should be served in a separate thread.

In the case of programming real-time graphic applications like computer games or animations, several additional issues should be taken into account. The first one is repainting the Canvas. If we want to refresh the display content, we can not call `paint()` method directly (because we can't provide the appropriate `Graphics` argument). Instead, the MIDlet should call `Canvas.repaint()` method, which notifies the AMS system that a repaint is necessary. Unfortunately, the call of `paint()` is not performed immediately. It may be delayed, until the control returns from other event handling methods. The AMS system can even merge several repaint requests. To coerce the implementation to service all the repaint requests without delay, the method `serviceRepaints()` should be used. Canvas does not automatically clear itself when we call `repaint()`. The application should clear the screen in the `paint()` method.

By default, Canvas supports a full-screen mode. Some devices can supports an alternate modes for Canvas, where top or bottom strip is reserved to present information about the state of the device. To force switching into real full-mode, we can use the method `Canvas.setFullScreenMode(true)`.

All MIDlet Displayables, in some situations can go to background (hide) and after some time get back to the foreground (become shown). Each time the Canvas is shown, the `showNotify()` method will be called. If another Displayable is shown, or the application manager switches to run a different application, `hideNotify()` is called. The game interaction can be additionally made more attractive with Display methods: `vibrate(int duration)`, `flashBacklight(int duration)`, which enable to control device body vibration and the screen backlight (duration is given in milliseconds).

Students who are more interested in computer games can extend this third exercise to utilize `javax.microedition.lcdui.game` optional package or JSR184, the optional API for rendering of 3D graphics. The Game package contains game API, a set of classes that simplify development of two-dimensional games. It provides game-specific capabilities such as an off-screen graphics buffer, the ability to query key status (useful for detecting user input in a game thread) and supports `LayerManager` which can combine multiple layers to create complex scenes. The `Sprite` class supports heroes animation and collision detection. Large scenes or backgrounds can be constructed efficiently using `TiledLayer`.

Using Mobile 3D Graphics (JSR 184), it is possible to render 3D graphics to a 2D MIDP component such as a Canvas by binding to the singleton `Graphics3D` instance. `Graphics3D` controls lights for illuminating a 3D scene and camera to determine the portion of the scene that is displayed. All the objects inside the animation world can be located and manipulated using immediate mode API calls.

## Exercise J2ME.ex4 Wireless Messaging by SMS Texting

Create MIDlet applications communicating with each other through SMS-based communication channel.

- a) Create a distributed implementation of tic-tac-toe (noughts and crosses) game which enables to play the game remotely between two SMS subscribers.
- b) Create an application which automates the process of SMS-based broadcasting of selected predefined text messages, to predefined group of phone subscribers (for example: inviting friends to a Friday party, informing superiors about illness or absence)

Using the Internet on the phone could be quite costly because usually connection time is billed per minute or per packet. An interesting lower cost alternative is the Short Message Service (SMS), which is one of the most widely available and popular services for cell phones. The Wireless Messaging API (WMA 1.1, JSR-120), is an optional API that enables MIDP applications to send SMS messages. WMA version 2.0 (JSR-205), adds the support for Multimedia Message Service (MMS) with the ability to send large binary messages consisting of multiple parts. These messages could carry: images, sound, video, or multimedia presentations. There are many possible applications of WMA: chat-type applications, interactive gaming, event reminders, e-mail notification, informational services, etc.

All the interfaces and classes in WMA are a part of the package `javax.wireless.messaging`. WMA is built on top of CLDC and Generic Connection Framework, so we get a `MessageConnection` by passing in an address to the `connect()` method, analogically to `SocketConnection` and `DatagramConnection` in the GCF. But in contrast to the above, we cannot open an input or output stream from it. `MessageConnections` are only used to send and receive messages. The SMS URL address has to have the format: `"sms://" + phone_number + ":" + port_number`. Second part, with `port_number` could be omitted. Examples of URL connection strings are:

- `"sms://+111222333"` → to send SMS message to the specified phone number
- `"sms://+111222333:4444"` → to send SMS to a port 4444 on the specified phone
- `"sms://:4444"` → to open server mode connection on port 4444

Server mode connections are used to receive incoming messages. The concept of a port allows multiple applications to accept messages on the same device. It also enables the device to differentiate between SMS messages destined for a WMA application and standard text messages. The cost of using a port in SMS address is eight bytes of data at the beginning of an SMS message.

To send a single SMS message using WMA, first create an empty message using the `newMessage()` method of the open `MessageConnection` which works as the class factory for messages (Listing 2-9 ①). We also need to specify the message type as `MessageConnection.TEXT_MESSAGE` for SMS text message.

**Listing 2-9** Example code sending SMS text message

```
import java.io.*;
import javax.microedition.io.*;
import javax.wireless.messaging.*;

MessageConnection smsConnection;
TextMessage smsMessage;
. . .
try {
    smsConnection=(MessageConnection)Connector.open("sms://5550000");
    smsMessage=(TextMessage)
        smsConnection.newMessage(MessageConnection.TEXT_MESSAGE); ①
    smsMessage.setPayloadText("text of example SMS"); ②
    smsConnection.send(smsMessage); ③
} catch (IOException ex) {
    // manage an exception
}
```

Then, set the text string that you want to send ② using `setPayloadText()`. Finally, use the `send()` method of `MessageConnection` to send the message ③.

There are two options to receive SMS messages by a MIDlet. The first one is to use a `MessageConnection.receive()` method. Since `receive()` is a blocking call, it should always be called in its own thread. Listing 2-10 demonstrates how to use this first option.

**Listing 2-10** Receiving SMS message with blocking method `receive()`

```
MessageConnection serverConnection;
Message receivedMessage;

try {
    serverConnection=(MessageConnection)Connector.open("sms://:4444");
    receivedMessage=serverConnection.receive();
    if( receivedMessage instanceof TextMessage ) { ①
        String smsText =((TextMessage)receivedMessage).getPayloadText();
        String senderAddress = receivedMessage.getAddress();
        Date messageDate = msg.getTimestamp(); ②
        // manage received smsText
    }
} catch (IOException ex) {
    // manage an exception
}
```

Because received message can be of `TextMessage` or `BinaryMessage` type, we have to check it before retrieving message payload ①. In addition to the text payload, two other interesting informations appear in the message header, which can be retrieved by `getAddress()` and `getTimestamp()` methods ②.

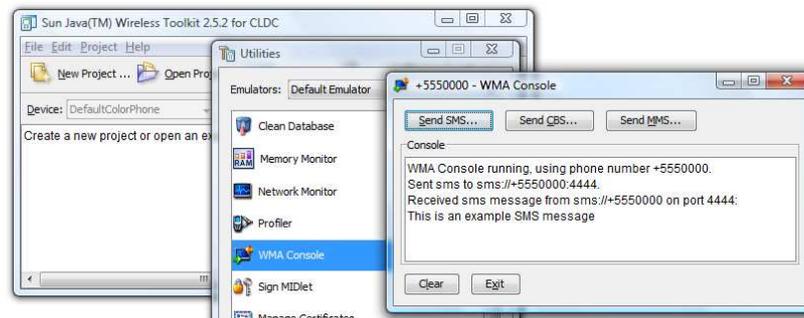
`MessageConnection` also supports a second, nonblocking (event listener-based) way for receiving SMS messages. To use this, we need to create and register a `MessageListener` object with the `setMessageListener()` method, and handle the callback on the `notifyIncomingMessage()` method of this `MessageListener` interface. Only one listener can be registered at a time for the `serverConnection`. The callback is performed by WMA on a system thread, so

the `notifyIncomingMessage()` method should return as soon as possible, and any laborious message processing must be performed in a separate thread.

To ease testing of MIDlet SMS applications on debugger, we can use a Sun Wireless Toolkit (WTK) utility called the WMA console, which monitors wireless messaging activities and enable to simulate sending trial SMS/CBS/MMS messages. WMA console can be launched, by starting:

C:\Program Files\NetBeans 6.5.1\mobility8\WTK2.5.2\bin\ktoolbar.exe

and then selecting File→Utilities→WMA console from Wireless Toolkit main menu.



**Figure 2-7** Utilizing WMA console to monitor SMS messaging activities of phone emulator

The second way of testing WMA applications is to use two or more running instances of the device emulator. Each of the instances has its own unique phone number displayed on the device window title bar (default are: +5550000, +5550001, etc.). If sending messages between these numbers, the emulator environment will take care of simulating wireless transmission between emulated devices.

The Wireless Messaging API, extends the CLDC's Generic Connection Framework, adding the ability for J2ME applications to send and receive SMS messages. The latest JSR 205, specifying WMA 2.0, extends this further to take advantage of the content-rich Multimedia Message Service (MMS) that is becoming available starting from 2.5G and 3G phone networks. Presented exercise, can be extended to enable transmission of `MultipartMessage` carrying an image, an audio or video clip file. A `MultipartMessage` is a subinterface of `Message`. Apart from basic methods like `setAddress()` inherited from `Message`, additional methods on this interface deal with the additional features owned by MMS messages (for example: `addAddress(String type, String address)` to set multiple recipients for "to", "cc", and "bcc" fields similarly to e-mail). Listing 2-11 illustrates how to send multipart message containing a png image.

**Listing 2-11** Sending \*.png image by multipart MMS message

```
//prepare an image buffer with multimedia content (image) to send
String imageName = "/images/example_image.png";
InputStream inputStream = getClass().getResourceAsStream(imageName);
byte[] imageBuffer = new byte[inputStream.available()];
inputStream.read(imageBuffer);

//compose a multipart message
String receiver = "mms://+5550000:5555";
MessageConnection mmsConnection;
MultipartMessage mmsMessage;mmsConnection = (MessageConnection)
Connector.open(receiver);
mmsMessage = (MultipartMessage)
    mmsConnection.newMessage(MessageConnection.MULTIPART_MESSAGE);
mmsMessage.setSubject("MMS with example png image");
mmsMessage.addMessagePart(new MessagePart(imageBuffer,0,
    imageBuffer.length, "image/png", "id1", "location", null));

//send the prepared MMS message
mmsConnection.send(mmsMessage);
```

## Exercise J2ME.ex5 MIDP Persistent Data Storage Using RMS

Create MIDlet applications that permanently memorize data collected during subsequent sessions or share the same data between several MIDlets (from different Suites).

- a) Implement a MIDlet with history-feature, that stores all the Data/Time moments of its launching.
- b) Create a composition of three cooperating MIDlets, which share the same RecordStore. At least one of them should be from different MIDlet Suite. Consider three functionalities: record owner, reader (read only) and writer.
- c) Create a MIDlet implementation of a home private library database representing books, readers and their relation in the form of three tables.

Most of the mobile applications need to store some data in a permanent way (even when the device is switched off). MIDP defines a set of classes for storing and retrieving data called Record Management System (RMS). This mechanism is modeled after a simple record oriented database and enables to persistently store data and retrieve it later. The central concept for persistent storage is the RecordStore. Each RecordStore consists of a collection of records that will remain persistent across multiple invocations of a MIDlet. The records data are stored in a dedicated memory part of mobile device which is generally called "persistent storage", but the details of how exactly records are stored are specific to the device implementation and are not exposed to a MIDlet.

Any MIDlet suite that plans to use RMS memory, should specify the minimum number of bytes for the data storage it requires, by setting the MIDlet-Data-Size attribute (in application descriptor and the JAR manifest). If not, the device could assume the MIDlet suite does not require any space for persistent data storage. The RMS is not suitable for storing big amounts of data. The MIDP specification dictates

that the minimum amount of persistent storage, which has to be provided, is only 8KB.

The `javax.microedition.rms.RecordStore` class encapsulates all access to persistent storage. It provides methods for accessing and manipulating `RecordStores`, as well as methods for working with individual records (arrays of bytes). All access methods are static so can be called without an instance.

Every MIDlet in a MIDlet Suite, can access every Record Store created by its Suite members. Since MIDP 2.0, access across suite borders is also possible. In the case of concurrent access it is important to remember that no locking operations are provided in RMS API. `RecordStore` implementations have to ensure that all individual operations are atomic, synchronous, and serialized so that no corruption occurs with multiple accesses. However, if a MIDlet uses multiple threads to access a record store, it is the MIDlet's responsibility to coordinate this access.

Every instance of `RecordStore` is identified by a name. Within a MIDlet suite's record stores, the names must be unique. We can acquire a list of all created record stores names with method `listRecordStores()` returning the array of strings:

```
String[] names = RecordStore.listRecordStores();
```

To open an existing (and possibly create a new) record store associated with the given MIDlet suite, `openRecordStore()` method should be used:

```
public static RecordStore openRecordStore(String recordStoreName,
                                          boolean createIfNecessary)
    throws RecordStoreException,
           RecordStoreFullException,
           RecordStoreNotFoundException
```

If the record store does not exist, the `createIfNecessary` parameter determines whether a new record store will be created or not. An opened record store can be closed by calling the `closeRecordStore()` method. And finally, to remove a record store and delete all its contained records, we have to call the static `deleteRecordStore()` method.

To enable record stores sharing between different MIDlet Suites, MIDP 2.0 introduced `RecordStore` authorization mode. The default authorization mode is `AUTHMODE_PRIVATE`, which means that a record store is only accessible from MIDlets in the same suite that created the record store. Record stores can be shared by changing their authorization mode to `AUTHMODE_ANY`. In this case, any other MIDlet on the device can access the record store. Shared record stores can be created and opened using an alternate `openRecordStore()` method with two additional arguments:

```
public static RecordStore openRecordStore(String recordStoreName,
                                          boolean createIfNecessary,
                                          byte authMode,
                                          boolean writable);
```

We can also change the authorization mode and writable flag of an open record store using the `setMode()` method:

```
public void setMode(byte authmode, boolean writable);
```

Only the owning MIDlet suite can change the mode of a RecordStore. SecurityException will be thrown if the MIDlet Suite is not allowed to change the mode of the RecordStore. Other MIDlets (which are not creators of the RecordStore) can access a shared record with third version of openRecordStore() method:

```
public static RecordStore openRecordStore(String recordStoreName,
                                           String vendorName,
                                           String suiteName);
```

In this case, the MIDlet has to know not only the RecordStore name, but also the name of the MIDlet suite that created it, and the name of the MIDlet suite's vendor. These names must be the same as MIDlet-Name and MIDlet-Vendor attributes in the MIDlet suite JAR manifest file.

Each record in a RecordStore is simply an array of bytes and each of them has an positive integer identification number which starts from 1. To add a new record, we have to supply the byte array to the addRecord() method and returned result is the new record's integer ID:

```
public int addRecord(byte[] data, int offset, int numBytes);
```

The added record will consist of numBytes number of bytes taken from the data array, starting form offset position in this array. The following code snippet (Listing 2-12) illustrates adding a new record to a RecordStore named "MyFriends" which collects the names of somebody's friends. It starts with openinig (or creating) suitable RecordStore, then converts newFriendName from String raw byte array and finally adds the entire array into a new record:

**Listing 2-12** Adding of a single String (text) to RMS RecordStore

```
RecordStore rs = null;
try {
    rs = RecordStore.openRecordStore("MyFriends", true);
    String newFriendName = "John Smith";
    byte[] rawByteArray = newFriendName.getBytes();
    rs.addRecord(rawByteArray, 0, rawByteArray.length);
} finally {
    if (rs != null)
        rs.closeRecordStore();
}
```

Usually we want to store custom objects which have more complicated structure than a single text or number. Because each record has the form of single byte array, we have to begin with serialization of memorized data and only afterwards write the resulting array to a new record. In the case of several different values which do not form a single class, the most comfortable serialization method is to use ByteArrayOutputStream Stream. Reverse process is needed to recreate the objects (with ByteArrayInputStream for deserialization). Listing 2-13 illustrates such serialization process for memorizing three values describing the victory in computer game: score, playerName, victoryDate.

**Listing 2-13** Adding a record of three serialized values

```
private byte[] serializeData(int score,
                             String playerName,
                             long victoryDate) throws IOException
{
    //auxiliary function converting fields into raw byte array
    ByteArrayOutputStream baos = new ByteArrayOutputStream();
    DataOutputStream output = new DataOutputStream(baos);

    output.writeInt(score);
    output.writeUTF(playerName);
    output.writeLong(victoryDate);

    output.close();
    baos.close();
    return baos.toByteArray();
}

public void addScore(RecordStore rs,
                    int score, String playerName, long victoryDate)
{
    //Each score is stored in a separate record,
    //formatted with the score, followed by the player name and date.
    byte[] byteArray = serializeData(score, playerName, victoryDate);

    // Add the array to the record store
    try {
        int recId; // record ID returned by addRecord, here not used
        recId = rs.addRecord( byteArray, 0, byteArray.length );
    }
    catch (RecordStoreException rse) {
        System.out.println(rse);
        rse.printStackTrace();
    }
}
```

Reverse operation can be done with `getRecord()` method which retrieves a byte array of data for the supplied record ID. There are two versions of `getRecord()` method. First one returns newly created byte array with the size fitted to record content. An alternate version of this method puts the record data into an array buffer that you supply as second parameter of the method:

```
public byte[] getRecord(int recordId)
                    throws RecordStoreNotOpenException,
                           InvalidRecordIDException,
                           RecordStoreException

public int getRecord(int recordId, byte[] buffer, int offset)
```

This second version returns the number of bytes that were copied into your array. It is more efficient in the case of massive readings of `RecordStore` content, because it avoids superfluous repetitive creation of byte array buffer. The drawback is, that the array we supplied could be not large enough to hold the record content (and `ArrayOutOfBoundsException` will be thrown). To control this situation, we can find out the size of a particular record ahead of time by calling `getRecordSize()`:

```
byte[] fittedArray = new byte[rs.getRecordSize(id)];
rs.getRecord(id, fittedArray, 0);
String retrievedString = new String(fittedArray);
```

Replacing the data of an existing record is done by calling the `setRecord()` method:

```
public void setRecord(int recordId,
                    byte[] newData, int offset, int numBytes)
    throws RecordStoreNotOpenException, InvalidRecordIDException,
           RecordStoreException, RecordStoreFullException
```

The `RecordStore` keeps an internal counter that it uses to assign record IDs. You can find out what the next record ID will be by calling `getNextRecordID()`. And you can find out how many records exist in the `RecordStore` by calling `getNumRecords()`.

The record can be deleted by passing its ID to `deleteRecord()` method. Unfortunately, record IDs are fixed and the deleted record ID is not used again by incoming records. As a result, after several deletions record IDs sequence will not be continuous and direct use of standard iteration process can be very tedious.

In RMS, the `RecordEnumeration` is introduced to simplify traversing the `RecordStore` content by iteration through a set of existing records. We can find out if there's a next record by calling `hasNextElement()`. If the next record exists, we can retrieve its data by calling the `nextRecord()` method or retrieve its ID by calling `nextRecordId()`. A `RecordStore` method `enumerateRecords()` is typically used to create an enumeration for traversing a set of records in the record store in an optionally specified order:

```
public RecordEnumeration enumerateRecords(RecordFilter filter,
                                         RecordComparator comparator,
                                         boolean keepUpdated)
    throws RecordStoreNotOpenExceptionReturns.
```

By using an optional `RecordFilter`, a subset of the records can be chosen that match the supplied filter. By using an optional `RecordComparator`, the enumerator can index through the records in an order determined by the comparator. Both of them, `filter` and `comparator` can be used for implementing search and sorting capabilities typical for every database system. A skeleton of typical full use of `RecordEnumeration` will contain 5 steps:

**Listing 2-14** Skeleton of filtered and sorted RMS record enumeration

```
// ① Open a RecordStore rs
RecordStore rs = RecordStore.openRecordStore(...);

// ② Create a RecordFilter rf
// the instance of the class implementing a RecordFilter interface
// with its boolean matches(byte[] candidate) method

// ③ Create a RecordComparator rc
// the instance implementing a RecordComparator interface
// with its int compare(byte[] rec1, byte[] rec2) method

// ④ Create enumeration agregating above filter and comparator
RecordEnumeration re = rs.enumerateRecords(rf, rc, false);
```

```
// © walk straight through the selected records
while (re.hasNextElement()) {
    byte[] recordBytes = re.nextRecord();
    // Process the retrieved bytes.
    // . . .
}
```

Listing 2-15 illustrates example implementation of record enumeration which traverses the whole content of "StudentNames" RecordStore and displays all the names in a IDE console window. In this case RecordFilter and RecordComparator are not used, so the two first parameters of enumerateRecords() method are set to null. The last parameter is set to false, because we do not forecast any RecordStore updates during this iteration.

**Listing 2-15** Raw browsing through RecordStore composed of all Strings

```
RecordStore rs = null;
RecordEnumeration re = null;

try {
    rs = RecordStore.openRecordStore( "StudentNames", true );
    re = rs.enumerateRecords( null, null, false );
    while (re.hasNextElement()) {
        byte[] rawBytes = re.nextRecord();
        String studentName = new String( rawBytes );
        System.out.println( studentName );
    }
} finally {
    if (re != null) re.destroy();
    if (rs != null) rs.closeRecordStore();
}
```

RecordEnumeration enables to move the iteration cursor forward and backward. It can be done by using hasPreviousElement(), previousRecord(), and previousRecordId() methods which work just like their next counterparts.

Finally, to find out the whole number of bytes used by a record store, we can call the public int getSize() method on a RecordStore instance. We can also find out how much more space is available in RMS "persistent memory" by calling the method: public int getSizeAvailable().

To sum up this exercise, there are three more methods which provide access to MIDlet persistent data. The first one utilizes resource files, which are another form of persistent storage. Resource files can be images, text, or other types of files that are stored in a MIDlet suite JAR. These files are read-only. You can access a resource file as an InputStream by using the getResourceAsStream() method in a MIDlet's class. A typical usage looks like this:

```
InputStream in = this.getClass().getResourceAsStream("/image.png");
```

The second method is to benefit from File Connection Optional Package (JSR-75). Modern devices may have slots for optional flash memory cards that can be added (like Secure Data/SD cards, Compact Flash, and Memory Stick). The File Connection Optional Package provides an API that can be used by applications to access a device's file systems. A device may expose its file systems through this

optional API which is contained in the `javax.microedition.io.file` package.

The third method is to utilize the Personal Information Management (PIM) package. Many mobile devices, especially phones, have the ability to maintain lists of phone numbers and names. Some devices also store addresses, e-mails, events, to-do lists, and other personal information. This PIM data is stored in PIM on-device databases. PIM Optional Package (from the same package JSR-75) enables MIDlet applications to access PIM databases of mobile device. Using this optional package our MIDlets can read, add, modify, or delete records contained in contacts, events, and to-do lists. So this database could be also treated as a sort of MIDlet's persistent memory.