



Sub Committee for Curriculum Development

Course Name: Introduction to JavaME

(UG/PG): UG

Number of Credits: 02

Level: 03

Learning Objective(s):

1. To understand JavaME Framework
2. To learn how to develop the applications through JavaME Framework

Pre-requisites:

1. Knowledge of Java is essential.
2. Knowledge of object oriented programming

Pedagogy:

1. Class discussions
2. Classroom sessions

Course Outline:

Sr. No.	Topics	Hours
1	Java ME Framework : <ul style="list-style-type: none">• Introduction• Java ME stack• JAR distribution• Configuration• Profile	10
2.	MDILiet : <ul style="list-style-type: none">• Introduction• Life Cycle• Creating MDILiet	03
3	High Level UI <ul style="list-style-type: none">• Screens: Form, Alert, List, TextBox, Ticker• Items: ChoiceGroup, TextField, Gauge, DateField, ImageItem, Spacer, CustomItem	10

	<ul style="list-style-type: none"> • High level Event Handling 	
3	Low level graphics <ul style="list-style-type: none"> • Canvas • Key Events • Game Actions • Geometry and Text • Images • PNG Optimization 	05
4.	Timer, Tasks and Threads <ul style="list-style-type: none"> • Timer • Scheduling • Threads 	02
Total		30

Book Recommended:

1. Beginning J2ME: From Novice to Professional (3rd Ed.),by Sing Li and Jonathan Knudsen , Apress,Inc. ,Publication,2005.
2. Pro J2ME Polish: Open Source Wireless Java Tools Suite,by Robert Virkus,Apress Publications,2005

Research Papers/Articles recommended for reading:

Suggested Evaluation Methods:

- Quiz
- Assignments
- Viva

Parallel/Similar courses the existing curriculum:

S.No.	Name of the course	Institute where it was offered

Name of Member	Shrikant Mapari	Vidya Patkar		
Designation	Asst. Professor	Asst. Professor		
Org. / Inst.	SICSR	SICSR		
Signature				

Name of the Expert:

Signature:

Date:

FoCS

Introduction to JavaME Framework

BOS NOV-2015