

## Mobile programmin Java assignment

Topic – Free Topic

Topic is free to choose, so it's allowed to do any program with Mobile Java. You still have to check from your university's assistant, that topic is large enough to be approved.

Requirements:

- Graphical user interface, where menus are used to navigate between actions and program can be closed.
- Saving and reading from permanent memory. Data have to be transferred between sessions.
- Source code have to be commented well, what functions do and why.
- Drawing graphical content on the screen.
- Interactive program, not just something that runs itself after start, but user have to be able to interact with program.

Extra features giving better grade

- Reading from network.
- Communication through network with another program instance.
- Communication through Bluetooth.
- Animation.
- Using some extra devices from phone (like camera etc.).
- Playback or recording of audio.

Grading:

1 points: Basic functionality, no memory leaks or crashes.

2 points: Optimized program code, well done programming, at least three interactive functionality in the program.

3 points: All above and at least one extra feature.

### Environment

Java MIDP 2.0 environment. Tools to use are free to choose, but they have to be able to run and compile with basic tools provided by Sun.