Chaudhari Technical Institute, Gandhinagar

MOBILE APPLICATION DEVELOPMENT & ANDROID BASICS

- *Mobile and wireless computing*
- *WAP,WML & WMLScript*
- *XHTML Mobile Profile*
- *J2ME Application Development*
- *Android Basics*
- *Blackberry development introduction*

Cost : Free
23rd April 2011
CTI CSI Student Chapter, Gandhinagar.

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Having **2.0 years of Industry experience** in Client server applications with Java, J2EE, Struts & PHP technologies.

2.5 years teaching experience (Subjects: C, C++, Java, Advance Java & NT-II, J2ME).

Strong Technical skills in Java, J2EE (Servlet, JSP, EJB)

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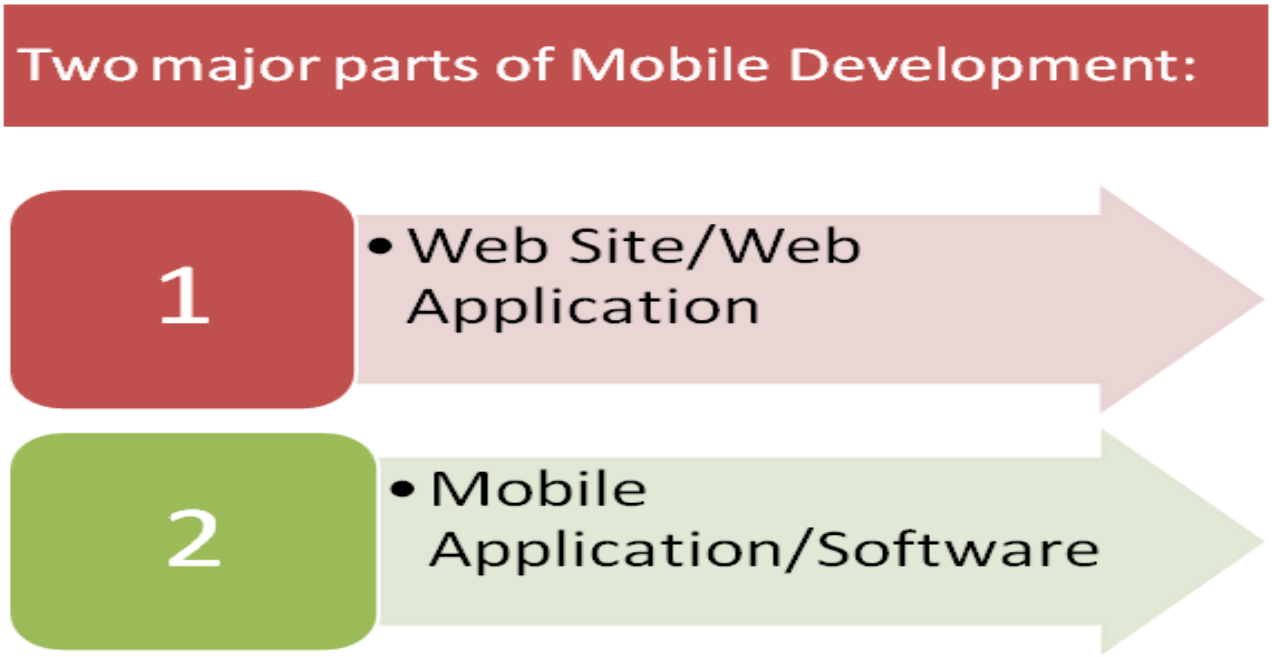
MOBILE AND WIRELESS COMPUTING

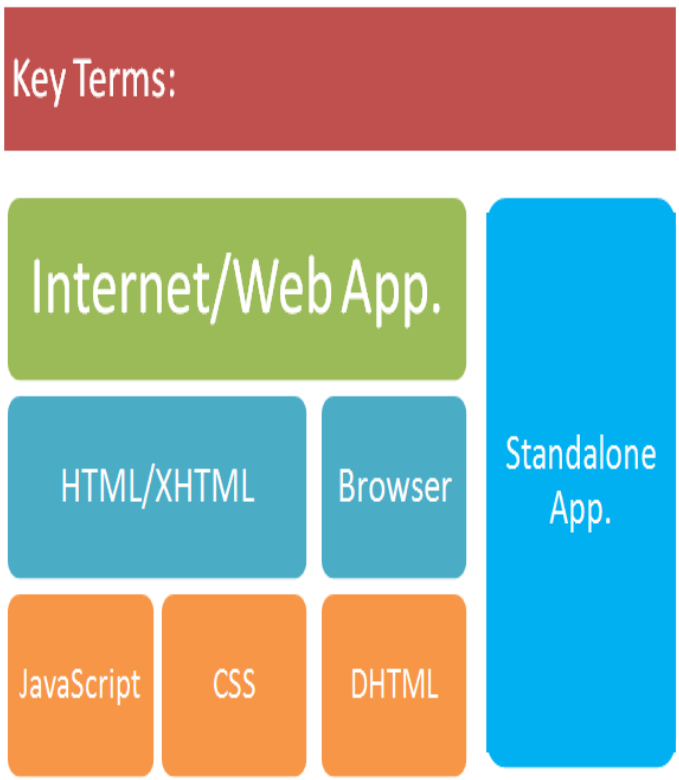
- AS THE TIME PASSES, THE MOBILE HAS OVERCOME THE CONCEPTION OF JUST ACTING AS A DEVICE TO MAKE VOICE CALLS

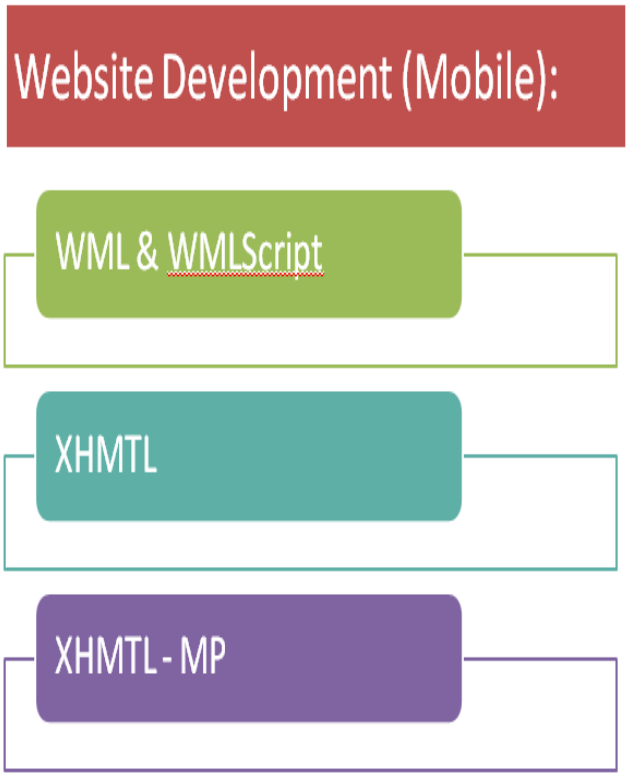
- IT HAS NOW EMBEDDED IN ITSELF NUMBER OF OTHER FEATURES WHICH HAVE BROUGHT A HUGE REVOLUTION IN THE MOBILE APPLICATION DEVELOPMENT PROCESS .

- MOBILE APPLICATION DEVELOPMENT IS THE PROCESS OF DEVELOPING APPLICATIONS WHICH ACTS AS AN ADDED FEATURE IN ANY HANDHELD DEVICE.



WAP, WML AND WMLSCRIPT





- In the early days of mobile web devices, the only way to surf the mobile web was to browse WAP (Wireless Application Protocol) sites.
- A WAP site uses WML (Wireless Markup Language) as its primary markup language.
- WML is an XML markup language based on the card-and-deck metaphor.

XHTML & XHTML MP

- DOCTYPE Compulsory
- Each and every <tag> must have closing </tag>

- Every tag must be properly <nested>
- All tags must be in the lower case only.

- All the attributes of the tags also in lower case.
- All attribute values in " " only.

- XHTML Mobile Profile and is designed for resource-constrained Web clients that do not support the full set of XHTML features, such as mobile phones, PDAs, pagers and set-top boxes.

- It extends XHTML Basic with modules, elements and attributes to provide a richer authoring language.

Java Key Terms:

- Java SDK (Standalone App.)
- J2EE (Web App.)
- J2ME (Mobile App.)

- J2ME is a reduced version of the Java API and Java Virtual Machine that is designed to operate within the sparse resources available in the new breed of embedded computers and microcomputers.

- There are two configurations for J2ME as of this writing. These are Connected Limited Device Configuration (CLDC) and the Connected Device Configuration (CDC)

Installing & Working Android

- Step 1. JDK 1.6 Minimum required.
- Step 2. Downloading the SDK Starter Package
- Step 3. Installing the ADT Plugin for Eclipse
- Step 4. Adding Platforms and Other Components
- Step 5. Exploring the SDK (Optional)

For more details you can find its screen cast at:

http://www.youtube.com/vinodthebest#p/a/f/0/K7plXH_AVN4

BLACKBERRY DEVELOPMENT INFORMATION

- The BlackBerry® Java® Development Environment (BlackBerry JDE) is a fully integrated development environment and simulation tool for building Java Platform, Micro Edition (Java® ME) applications for Java® based BlackBerry smartphones.

- It's a Mobile Information Device Profile (MIDP) compliant Java ME environment for developers who wish to maintain seamless portability in their wireless applications. In addition, the BlackBerry JDE provides a full suite of interfaces and utilities to take advantage of some of the unique features of the BlackBerry smartphone.

From : http://us.blackberry.com/developers/javaappdev