APPLICATION DEVELOPMENT WITH J2ME FOR MOBILE PHONE (J2ME)

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ABSTRACT

With m-business technology continuously being taken more into use and introduced in new markets the transition to m-business will make mobile shopping exceedingly popular. In the near future e-shopping and m-shopping will probably replace today's markets or shopping complex.

This thesis proposes software architecture of a mobile ordering system using Java technology. The mobile ordering system (also called as mobile shopping) acts as a supermarket or shopping mall where users can purchase goods. Users can access a service or application through mobile devices and view the available items (in this case, flowers). The application retrieves the informatioii demanded by the users from its data and presents them to the users.

The application has been deployed and run on an emulator (Wireless Toolkit 2.5 Beta) with a DefaultColorPhone as the default emulator. The implemented application was successfully tested and proved to perform satisfactory. However, the work that has been done is a basis for further improvement on design and database implementations. All implementations should then aim to use successfully the J2ME library and run on J2ME enabled virtual machines to be able to use updated and improved technology.

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