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**Low Level Optimization of Mobile Java
Application in Increasing Speed**

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DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline

OCTOBER 19, 2004



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DEDICATION

To my parent, brother and sisters. For their love and support.

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ABSTRACT

Nowadays, mobile devices have become essential devices for people to communicate with each other. Now it is a need for people to have it, not just some accessories to satisfy people want.

Realizing the trends, mobile devices manufacturer had come out with variety of mobile phone extra features to capture the market as the market provide large amount of potential customer. One of the features is Java compliant. Mobile devices that are supporting Java application provide user with the availability of games which can be added anytime people want. As long the mobile devices is Java compliant, any application can be design to be use in the mobile phone.

However, there are limitations in the amount of resources in mobile phone. The limitations cause the application is slower in execution time.

Speeding up application is not typically a concern in the development of the application. In contrast, this situation is not true for Java application, especially for Java application for mobile devices. This gives us a reason to develop some kind set of programming tips which is better in increasing performance of the application.

Author had tested and produces several techniques to optimize speed of mobile Java application at the end of this research. These techniques are suggested to be implementing during the development of the application in the coding phase.