



JavaOneSM

JavaTM Platform Micro Edition (Java ME Platform) Myth Busters

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The Busters

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- > Bruno Oliveira
 - Mobile architect at Santander – bruno@abstractj.com
- > Together they have 12 years experience developing applications for mobile and embedded devices.

What are Myths ?

- > Things that came from ancient culture, about supernatural beings



How the myths appear?



Myths Origin

> Time



> Laziness



> Doubts



- > Java ME is just for games
- > Java ME has unfriendly UI
- > Java ME is not safe
- > Java ME will be discontinued
- > Java ME is not portable
- > Java ME does not have standards
- > Java ME is not extensible
- > Write in canvas, is write code from scratch
- > Java ME is the future
- > Java ME has few tools

Java ME is just for games

- > Origin
 - End user concepts
- > Plan
 - Try to find



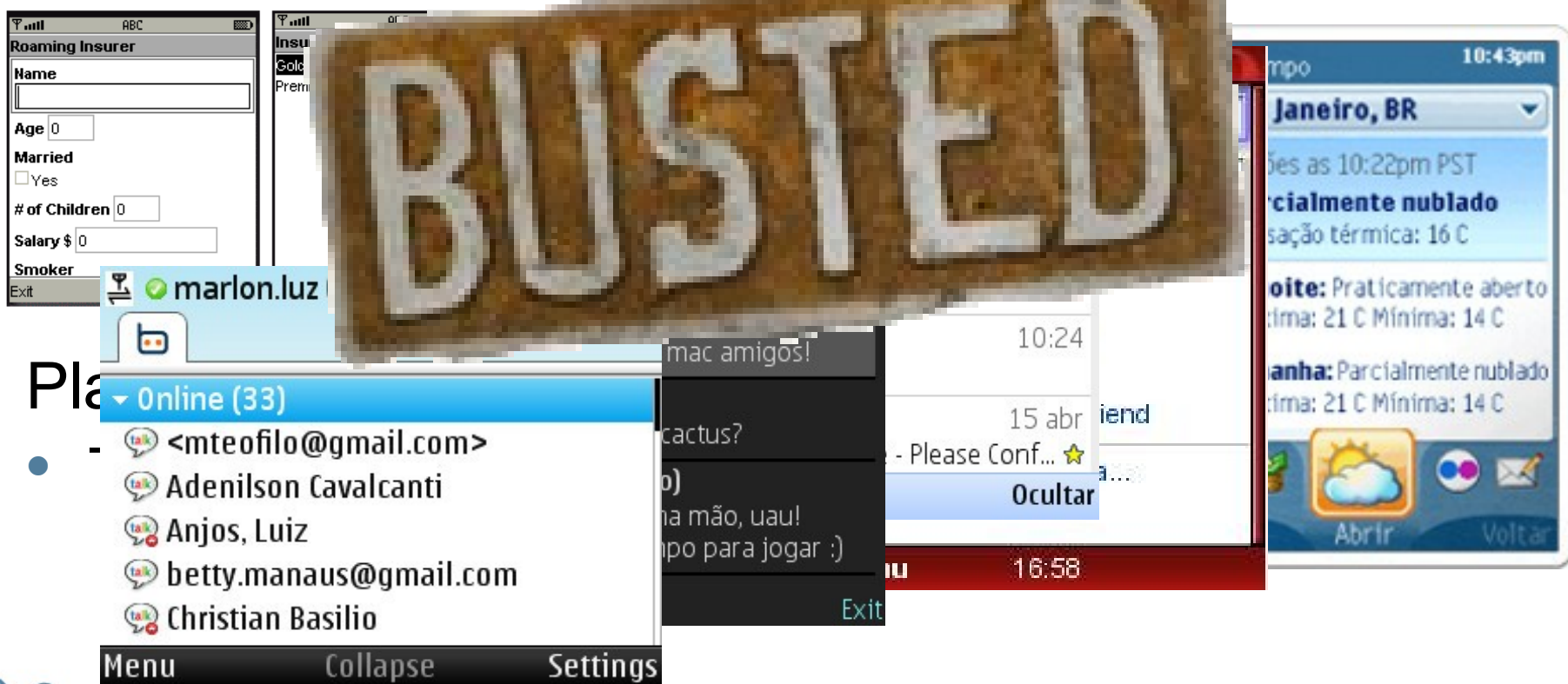
e market,



Java ME has unfriendly UI

> Origin

- Person that think inside the box



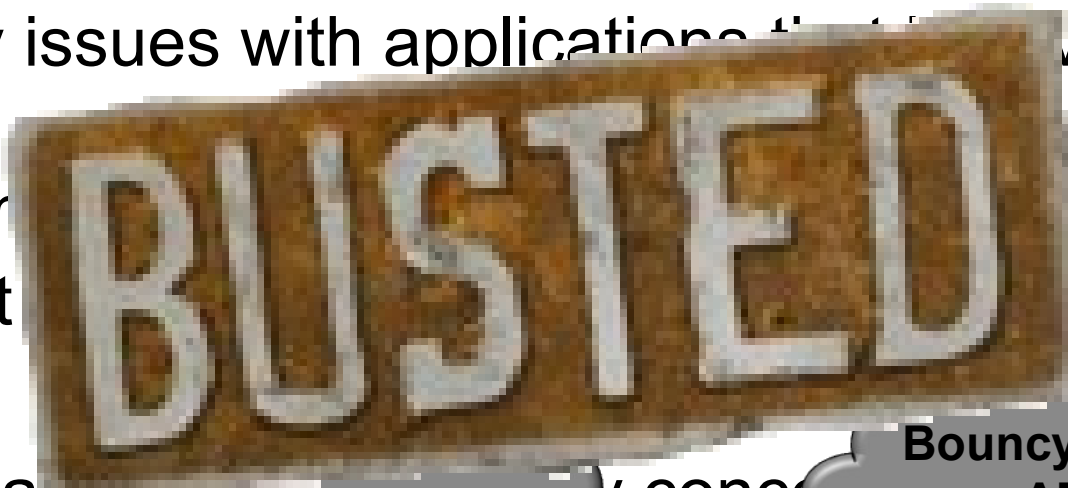
Java ME is not safe

> Origin

- Security issues with applications that involve money
- Environment
- Concept

> Plan

- Explain about security concepts
- Test some hacking tools e.g. Proguard Obfuscator, JSR 177 SATSA, BouncyCastle API, etc. to improve more for mobile applications



Proguard
Obfuscator

JSR 177
SATSA

BouncyCastle
API

Java ME will be discontinued

Mobile Application

JavaFX Common Profile

JavaFX Script Runtime

Java Virtual Machine

October 19, 2007 11:50 AM PDT

Sun starts bidding adieu to mobile-

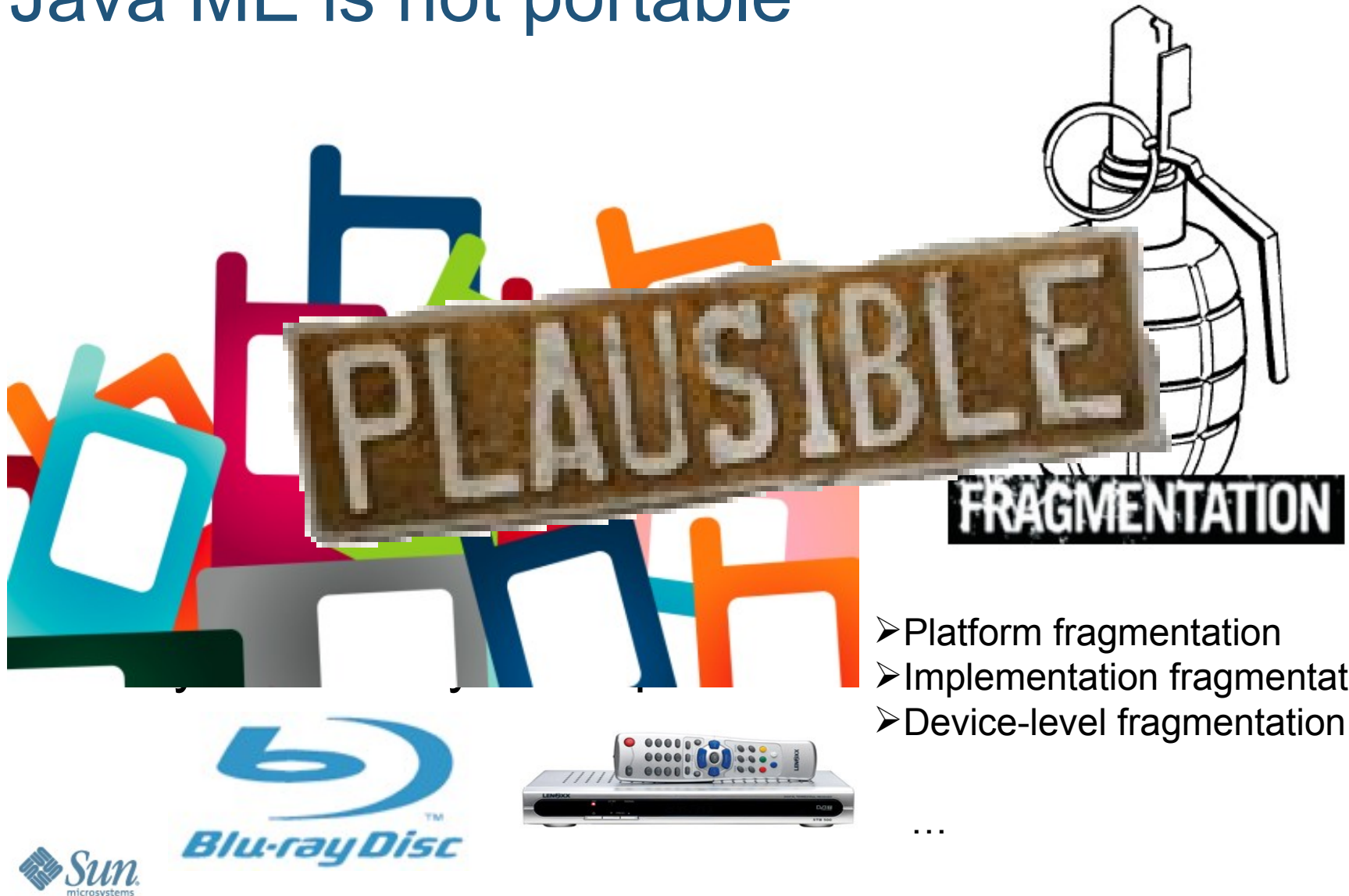
Posted by Stephen Shankland

SAN FRANCISCO—One area where Sun Microsystems' Java caught

| Stock | Price | Change |
|-------|--------|--------|
| JAVA | 5.73 | +4.56 |
| GOOG | 371.28 | +4.96 |
| YHOO | 13.63 | +0.89 |

10

Java ME is not portable



Java ME does not have standards

JCP

- MSA (JSR 248)
- CLDC 1.1 (JSR 139)
- MIDP 2.0 (JSR 137)
- MMAPAPI (JSR 135)
- J2ME Web Services
- SATSA (JSR 171)
- Location API (JSR 179)
- 3D Graphics API (JSR 184)
- Internationalization (JSR 238)



- Sony Ericsson
- ...
- Individual:
 - Marlon Luz
 - Luís Albinati
 - ...

Java ME is not extensible

>



hat t MIDP 2.0

> Plan

- Try to

| | | | | |
|-----------|-----------|-----------|-----------|-------------|
| MIDP 2.0 | MIDP 2.0 | MIDP 2.0 | MIDP 2.0 | MIDP 2.0 |
| CLDC 1.0 | CLDC 1.0 | CLDC 1.0 | CLDC 1.0 | CLDC 1.0 |
| Bluetooth | Bluetooth | Bluetooth | Bluetooth | Bluetooth |
| h | h | h | h | h |
| MMAPI | MMAPI | MMAPI | MMAPI | MMAPI |
| | Location | Location | Location | Location |
| | API | API | API | API |
| | SIP API | SIP API | SIP API | SIP API |
| | WMA | WMA | WMA | WMA |
| | Payment | Payment | Payment | Payment |
| | | | | Payment |
| | | | | SATSA |
| | | | | WebService |
| | | | | s |
| | | | | 3D Graphics |
| | | | | API |

Write in canvas, is write from scratch

> Origin



Java ME UI frameworks

Java ME is the future

> Origin

- Money
- Golden
- Mobile



> Plan

- Explain mobile
- Improve

Java ME has few tools

> Origin

- Development program sounds like assembler

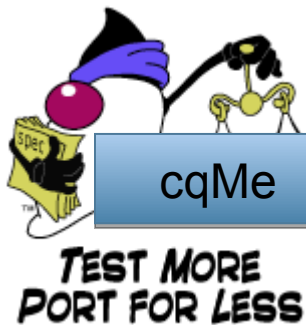
```

>PAR 'convert_2d'
OPT 0-
>PAR 'play rout'
OPT 0+
>PAR 'setup'
>PAR 'setup_other'
>PAR 'setup_sprites'
>PAR 'setup_shadesprites'
setup_shadesprites:
    lea    shade_sprite_buf, A0
    lea    shade_sprite_data, A1
    moveq  #15, D0
shade_next_sprite:
    movea.l A0, A2
    moveq  #15, D2
shade_next_copy:
    move.l (A1)+, (A0)+
    dbra   D2, shade_next_copy
    movea.l A2, A0

```

sounds like assembler

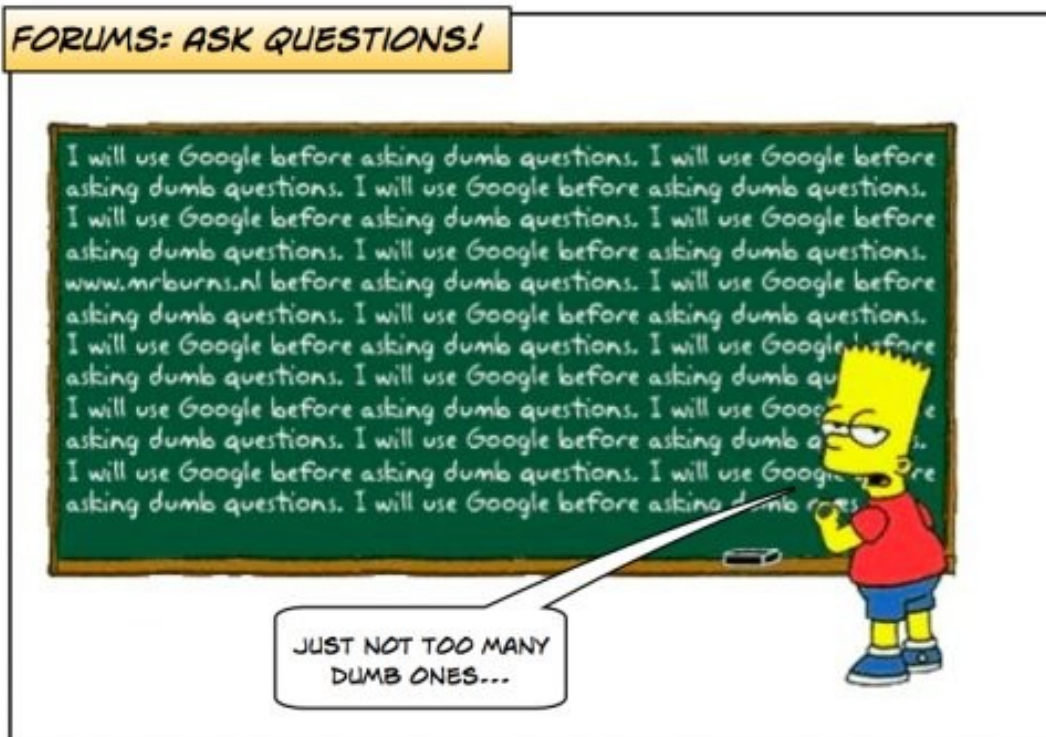
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Shrinking Optimization
Obfuscation Preverification
ProGuard



Conclusion



"Don't believe everything you read!"





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Thank You

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