



MasterJME

Course Details

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Introduction

MasterJME is a highly focused course designed for the Java programmers aiming to cash in on the boom in demand for J2ME skills for devices like PDAs, GSM and 3G mobile phones etc. This course will equip the Java developers to develop applications for programming wireless devices like Mobile phones and Personal Digital Assistants.

MasterJ2ME course will cover a live project which you can install and use on your Java enabled devices.

Target Audience

This course is for Java programmers, who are comfortable with the basics of the Java language.

Entry criteria

- You should be comfortable with basic Object Oriented Programming concepts and with writing basic Java classes.
- In terms of formal education, we do not enforce strict criteria, but we recommend this course to those who have completed their high school (12 years equivalent of education in the respective countries).
- You should have fair knowledge of English language, since the medium of instruction is currently in English. We will be launching courses in other languages in future.

Course Duration

This course is offered in two options.

Regular track: SLA driven 4 months tutor support.

You are expected to put on approximately 4 hours per week in study.

Fast track: SLA driven 2 months tutor support

You are expected to put on approximately 8 hours per week in study.

Number of study hours required per week depends on individual learning curves and backgrounds. Based on your progress, our expert tutors will help you to judge your study hours per week.



The course duration is the period for which tutor support is provided. You may contact your course advisor to buy additional tutor support.

Course Objectives

This course comes with a number of practical, hands-on exercises and a project. They will equip the students with the required skills to enable them to develop applications for devices with constrained resources.

At the end of the course, you will be able to do the following:

- Deploy applications to your Java enabled mobile phones/ PDAs.
- Work with an emulator to develop the J2ME applications.
- Understand the difference between J2ME, J2SE and J2EE.
- Learn about the CLDC, CDC, MIDP and Java Platform.
- Create GUI in JME applications.
- Understand the lifecycle of MIDlets and code them.
- Work with persistent data.
- Connect with the world.
- Understand and program Wireless Messaging API.
- Understand Bluetooth.
- Work with Game API.
- Tune the performance of applications.
- Protect your network data.
- Work with MMAPI: Sound, music and video.

Courseware

We follow the following book for this course.

Beginning J2ME: From Novice to Professional, Third Edition, By Sing Li and Jonathan Knudsen

We will get this book delivered to you, when your course starts.



Course Contents

- Introduction to J2ME
- Working with MIDlets
- Comparing J2ME libraries with J2SE
- Creating a User Interface
- Lists and Forms
- Custom Items
- Persistent Storage : MIDP Record Store
- Connecting to the World
- Wireless Messaging API
- Bluetooth and OBEX
- Programming a Custom User Interface
- The Game API
- Sound, Music, and Video: MMAPI
- Performance Tuning
- Protecting Network Data

Course Fee and Payment terms

Fee for MasterJME course support, for tracks mentioned in section Course Duration is 499 US\$.

As an introductory offer, this course is being offered at a special price of **299 US\$**. This offer is for a limited period of time.

Payment can be made through Credit Card, Paypal or Electronic Fund transfer within 10 calendar days of start of course. A separate invoice shall be raised for this purpose with relevant details.

We encourage you to **use the 10-day period available for payment of fee as evaluation period**. Fee once paid will not be refunded under any circumstances.