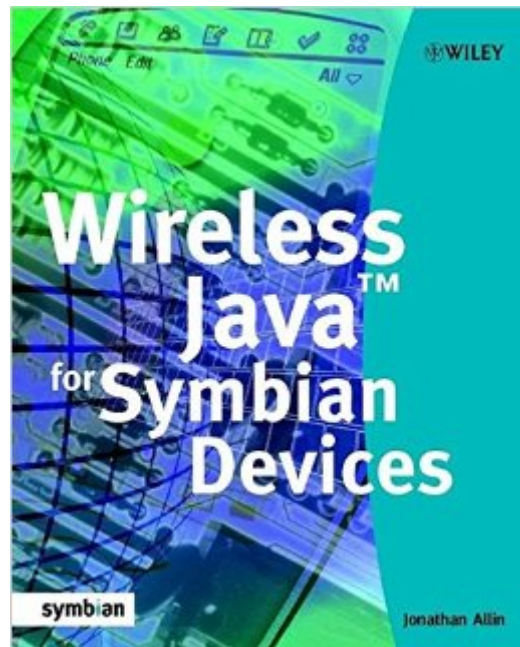**The book was found**

Wireless Java For Symbian Devices

Synopsis

"...as computing moves away from the desktop and into our hands, we demand ever-higher reliability. Device manufacturers and service providers can no longer afford to think in terms of proprietary systems. They think instead of open standards and cross-platform Java technology." From the foreword by Greg Papadopoulos, CTO, Sun Microsystems, Inc. Java on Symbian OS is a powerful programming environment that enables fast, secure deployment of applications and services onto a wide range of wireless devices. Symbian's Java implementation gives developers access to key wireless technologies, including telephony, contacts management, calendaring, Datagram messaging and power monitoring. Complete with numerous illustrative and real-world examples, this 'from-the-source' guide provides developers with authoritative, practical and timely information on: using the Symbian Software Development Kits. the JavaPhone and Personal Java APIs, and how they are implemented. writing efficient and optimized code for constrained devices. understanding and working with Java on Communicator reference designs. creating games. accessing native functionality through JNI (Java Native Interface). creating wireless services. operator and service provider issues, including security, provisioning, rapid and reliable development. The book also contains contributions from Colin Turfus, Lucy Sweet, Alan Robinson and John Bown of Symbian and wireless case studies from Digia Oy (A Symbian Competence Center) and Telenor R&D.

Book Information

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Customer Reviews

The credentials of the lead author are top notch. The book covers a variety of topics that will be important to developing for wireless Symbian devices. The examples in the book are Fun. These include XBomb (a game), "The Little Black Book", The DiceMachine, Whist, and more.

There are far too many typos (source codes, etc) in this book to recommend it to anyone. Bet the author wrote this book with one of those devices.

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