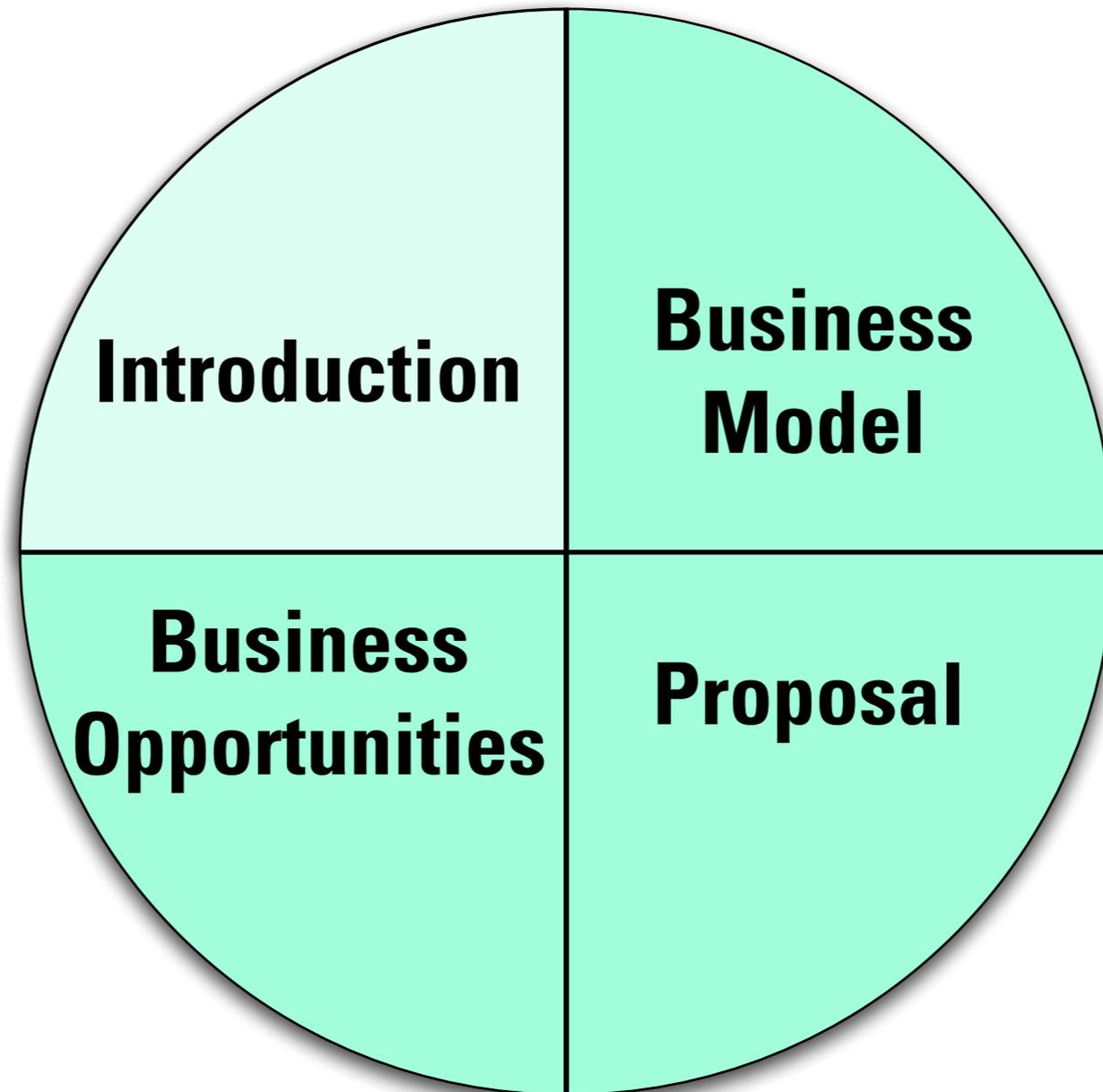
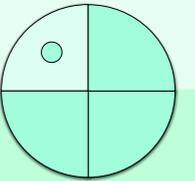
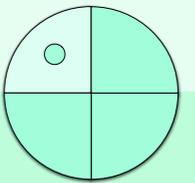


ENOUGH

SOFTWARE

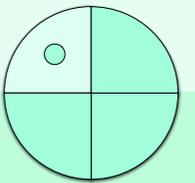
**Integrating J2ME Polish
into the MTJ Project**





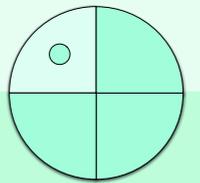
- Mobile device fragmentation limits mobile application adoption and thereby Carriers' ARPU growth
 - Different hardware
 - Different API support
 - Different standards: MIDP, DoJa, BlackBerry, etc.
 - Different interpretations of standards
 - Device bugs





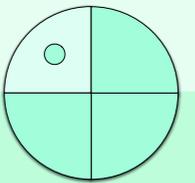
- The mobile Java standard only allows limited design of applications, unless every detail is drawn by the application itself
 - Standard implementations do not allow to influence the CI and look and feel of the application
 - Adapting designs to different environments or customers is difficult
 - Design changes require changing the source code of applications

```
public void paint( Graphics g ) {  
    Font font = Font.getDefaultFont();  
    g.setFont( font );  
    g.setColor( 0x000000 );  
    g.drawText( "Hello World", x, y, Graphics.LEFT | Graphics.TOP );  
    g.setStroke( Graphics.SOLID );  
    g.setColor( 0xFF0000 );  
    g.drawLine( x, y + font.getHeight(), x + 200, y + font.getFontHeight() );  
}
```

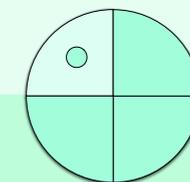


- J2ME Polish...
 - overcomes mobile device fragmentation,
 - “polishes” the look and feel of mobile applications
 - eases the development of mobile applications
- J2ME Polish contains a flexible and powerful framework for adapting and designing mobile applications
- Proven Solution:
 - > 120,000 downloads
 - “Pro J2ME Polish” book published by Apress

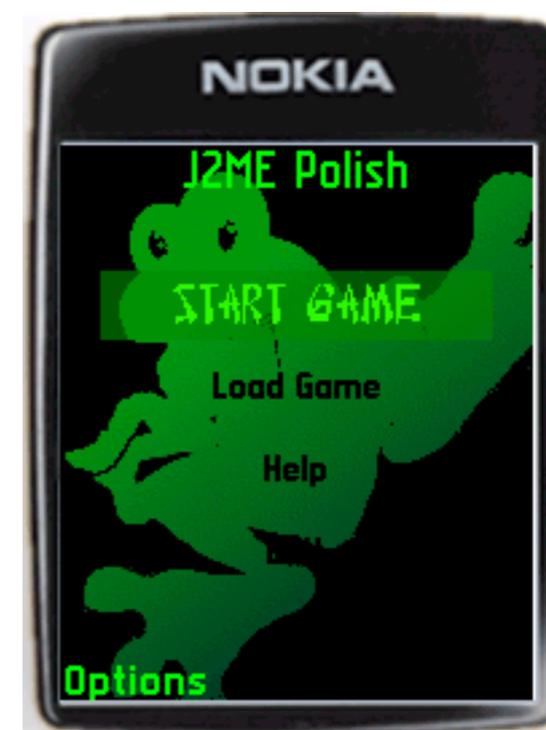




- Selected Features
 - Device Database
 - Create device specific application versions out of a single source code project
 - Resource Assembling: select device and locale specific resources, customize applications easily
 - Localization: static and dynamic localization
 - UI: design applications outside of the source code using simple CSS textfiles - with effects, advanced screens and items, bitmap fonts, etc.
 - Serialization & Persistence framework
 - Java 5 syntax support for J2ME
 - Eclipse integration

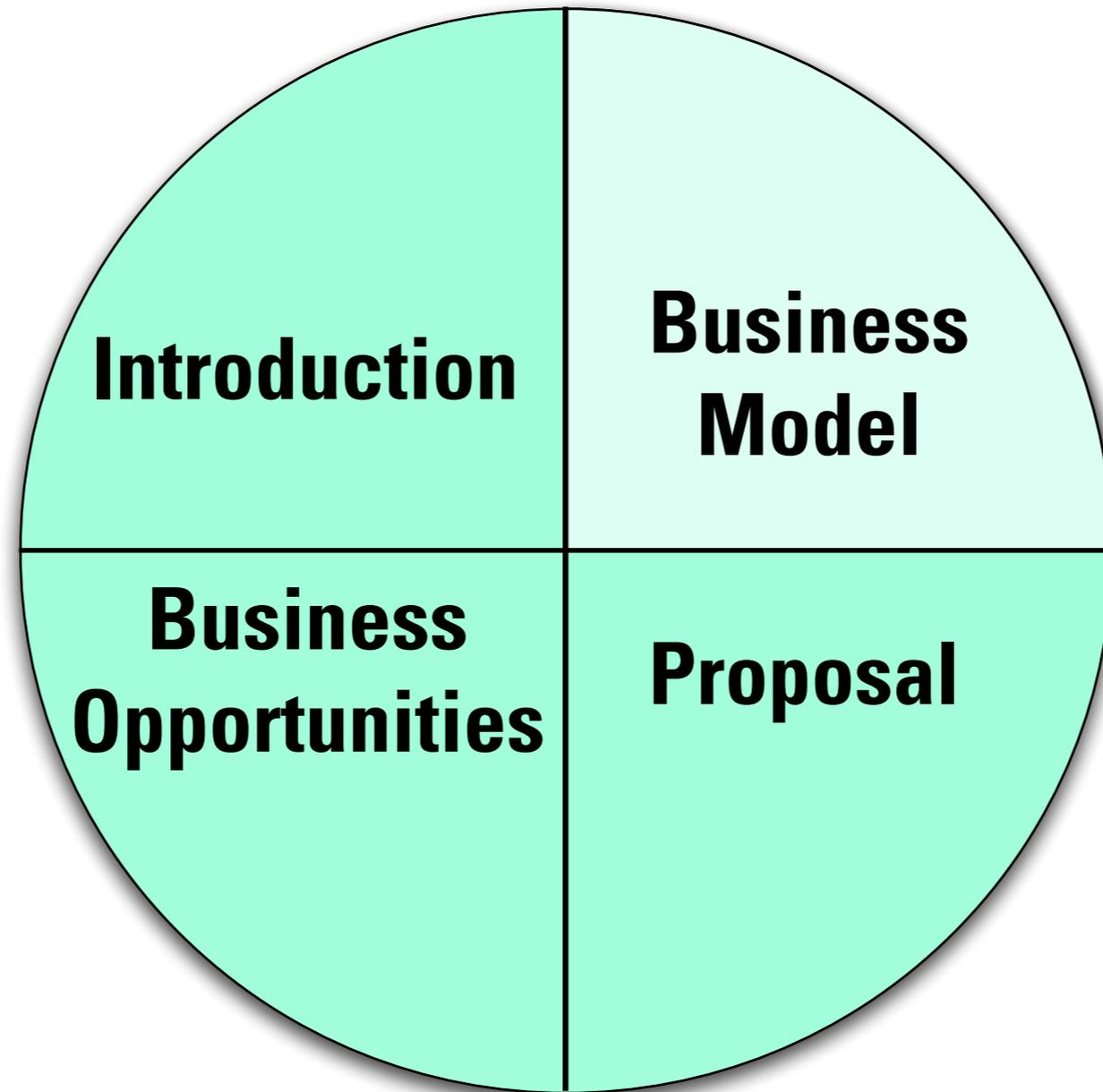
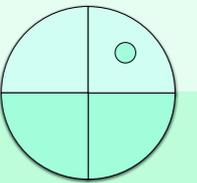


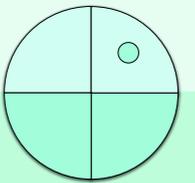
- Design is specified outside of the application's source code
- Customize the application just by modifying CSS
- Example: `title { font-color: green; }`



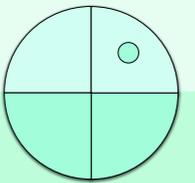
- More than 100 commercial licensees from around the world including:



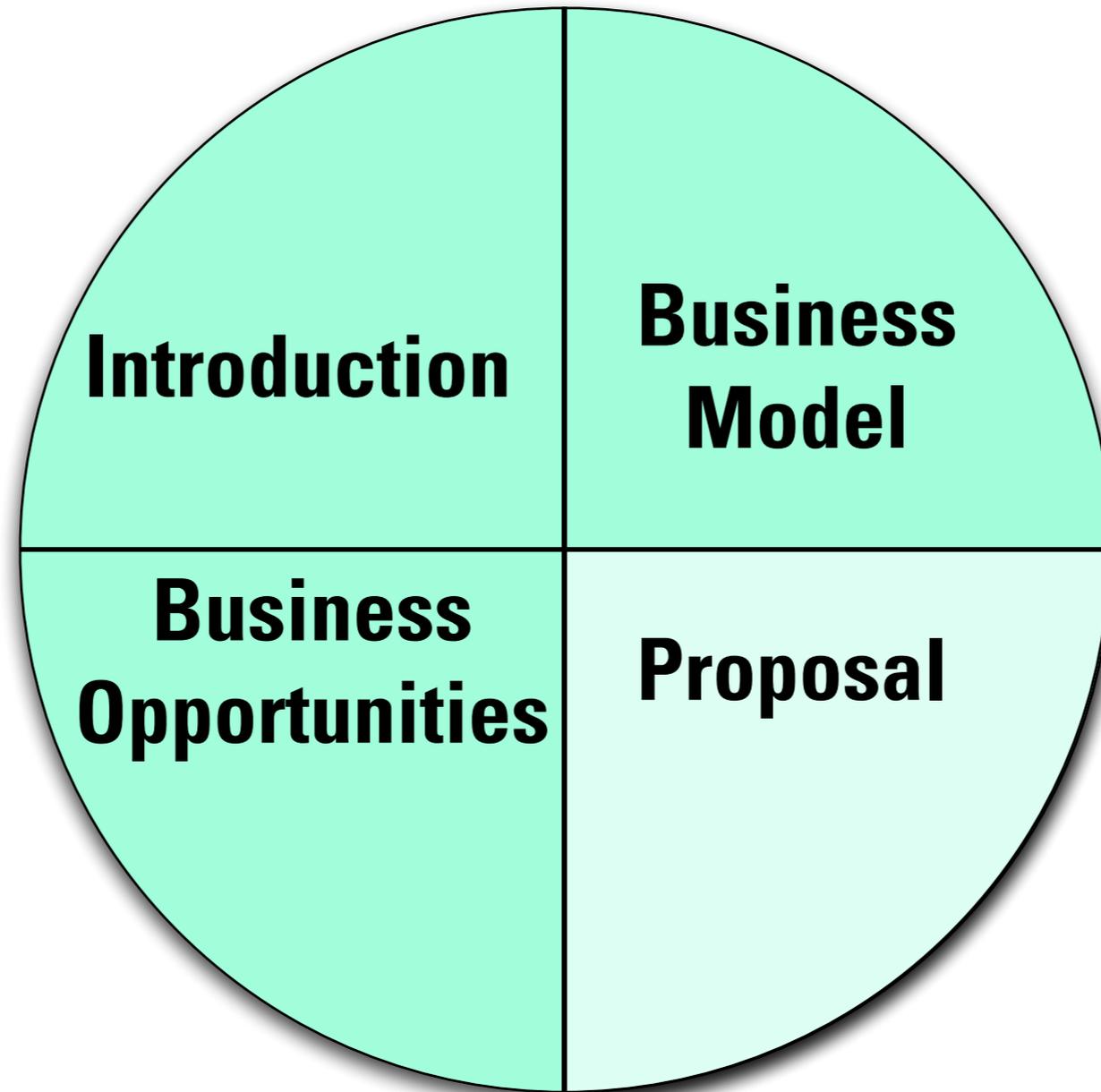
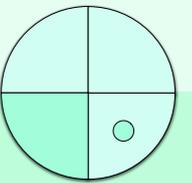


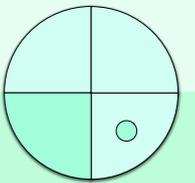


- J2ME Polish is dual licensed
 - Open Source GPL license
 - Proprietary commercial licenses
- J2ME Polish can be used commercially under the GPL when only the build framework is used (i.e. preprocessing, resource assembling)
- When J2ME Polish client classes are included into the built applications, the user needs to obtain a commercial license (or publish the application under the GPL)
- Client classes can be used directly (e.g. `de.enough.polish.util.HashMap`) or indirectly (e.g. when using the J2ME Polish UI framework)

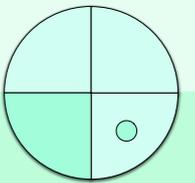


- Providing training and support
- J2ME Polish makes Enough Software known as a specialist for mobile projects and helps to sell services like
 - development
 - porting
 - optimizations
 - GUI improvements
- **Summary:** Interests of Enough Software
 - sell J2ME Polish licenses
 - use J2ME Polish for advertising

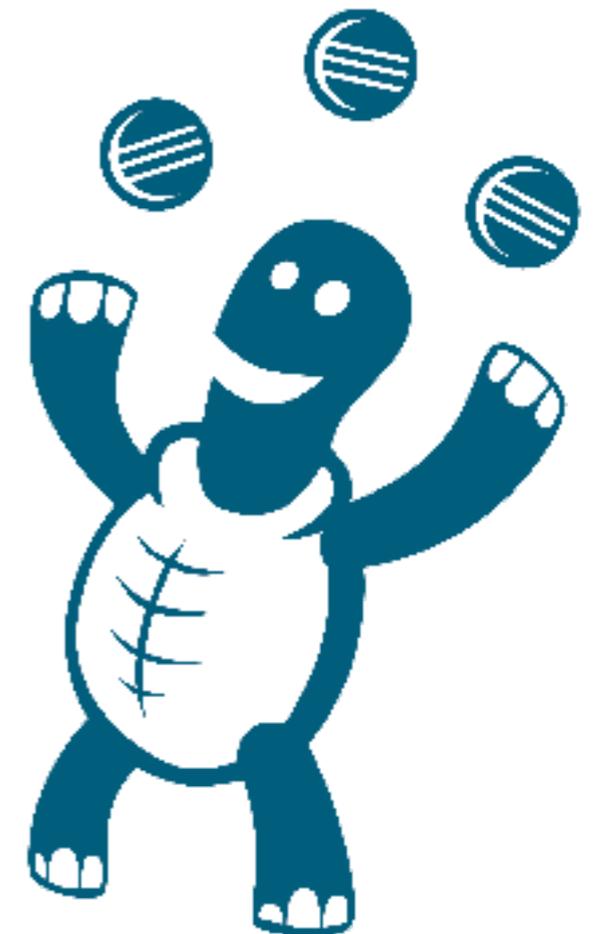


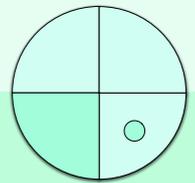


- Merge J2ME Polish build features into the MTJ under the EPL license
 - device database
 - device fragmentation
 - localization
 - possibly emulator invocation and debugging
- Cooperation on UI builder
- Working on use cases and implementations
- Providing Resources
 - 1 fulltime resource
 - at least 1 student working on his bachelor thesis for 3 months

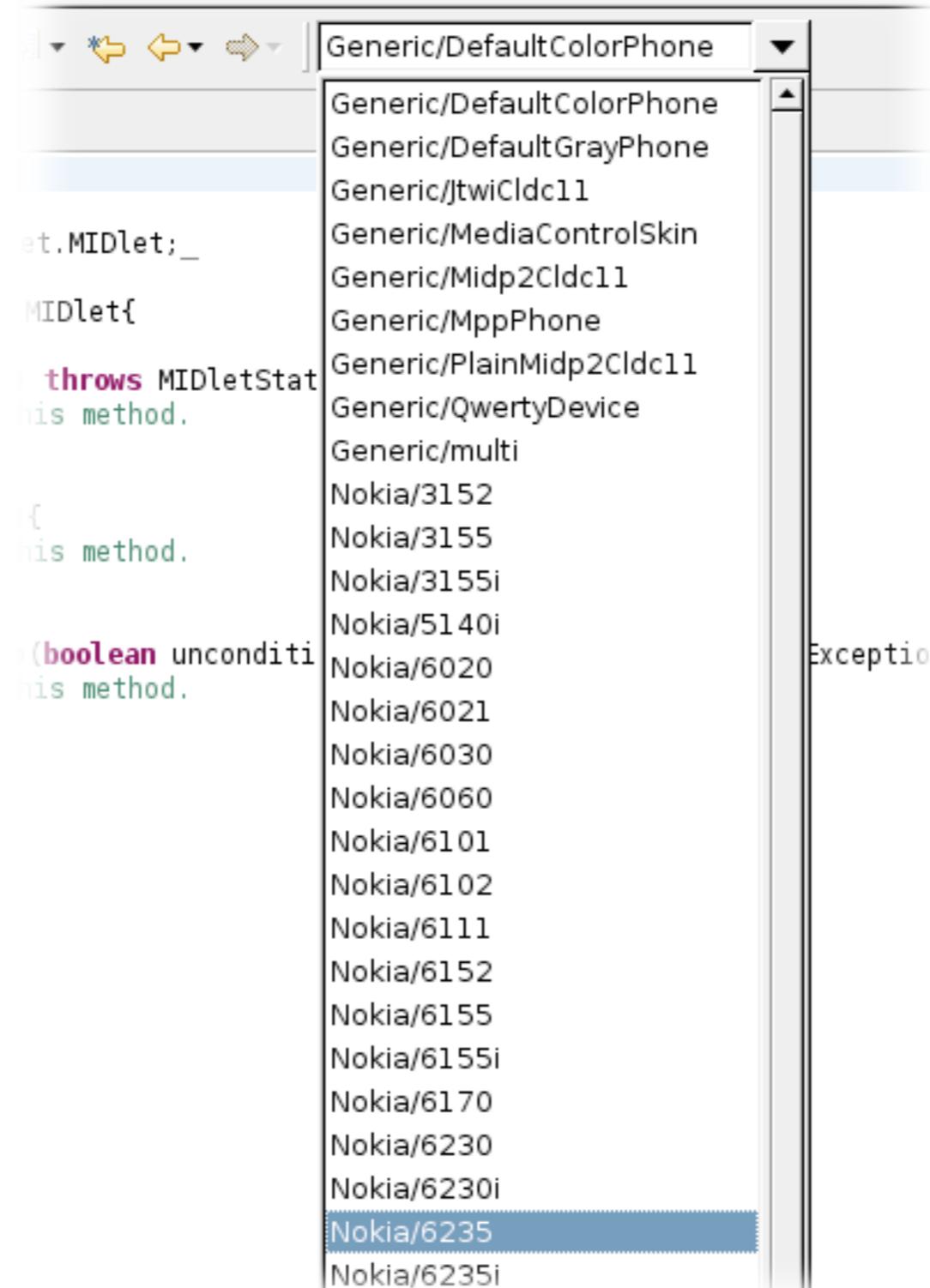


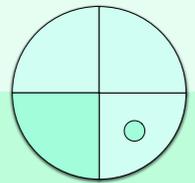
- The J2ME Polish plugin for Eclipse eases the development of mobile applications
 - select target device from drop down menu
 - debugging
 - emulating
 - preprocessing syntax highlighting
 - preprocessing code completion
 - the J2ME Polish build and emulator framework is used for building applications and launching emulators
 - support of any OS: Windows, OS X, Linux
 - plugin can be placed under EPL license



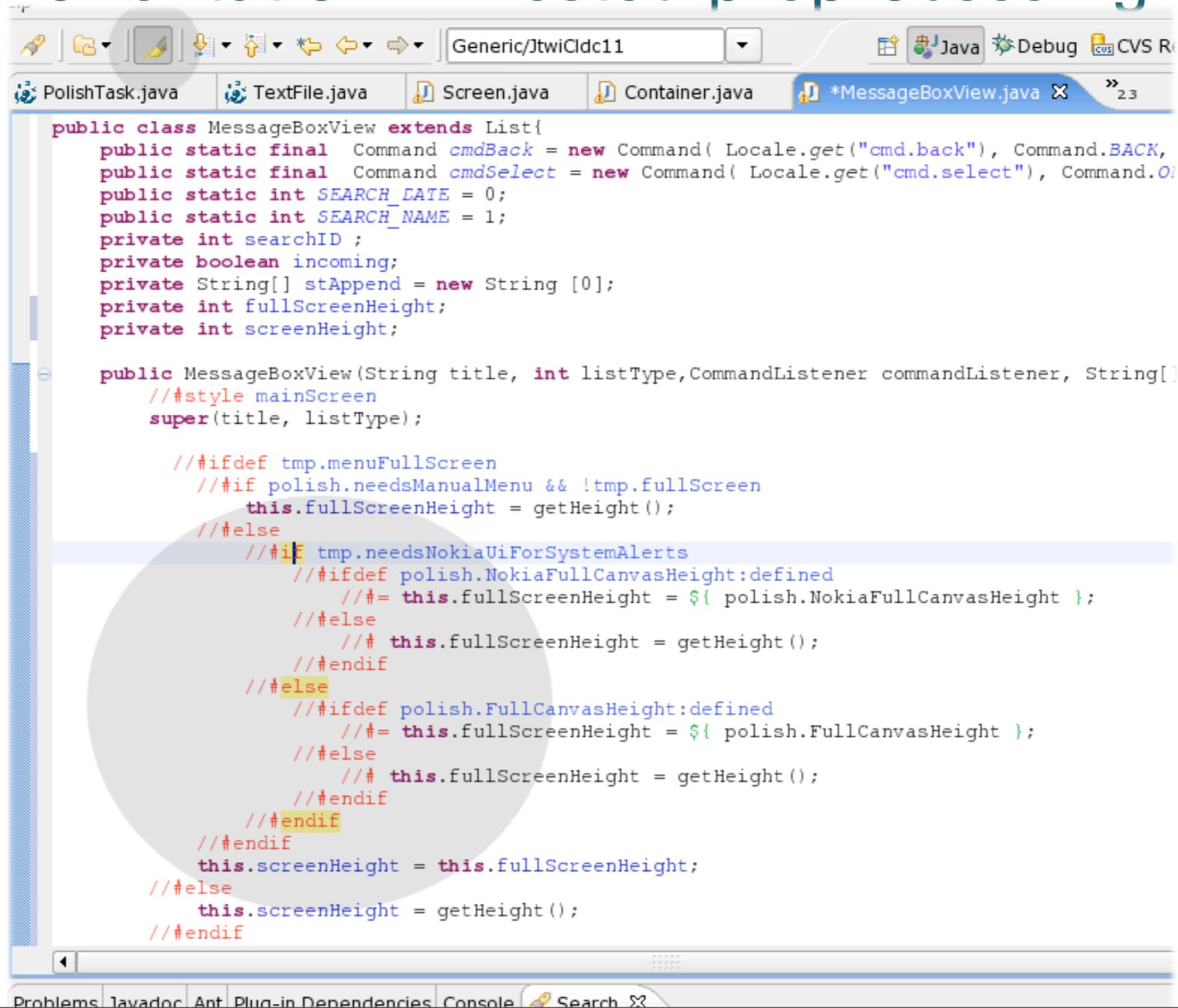


- Target device is selected from drop down menu





- Syntax highlighting and marking of occurrences allow orientation in nested preprocessing code



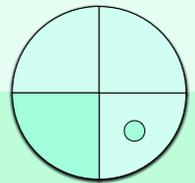
```

public class MessageBoxView extends List{
    public static final Command cmdBack = new Command( Locale.get("cmd.back"), Command.BACK,
    public static final Command cmdSelect = new Command( Locale.get("cmd.select"), Command.OI
    public static int SEARCH_DATE = 0;
    public static int SEARCH_NAME = 1;
    private int searchID ;
    private boolean incoming;
    private String[] stAppend = new String [0];
    private int fullScreenHeight;
    private int screenHeight;

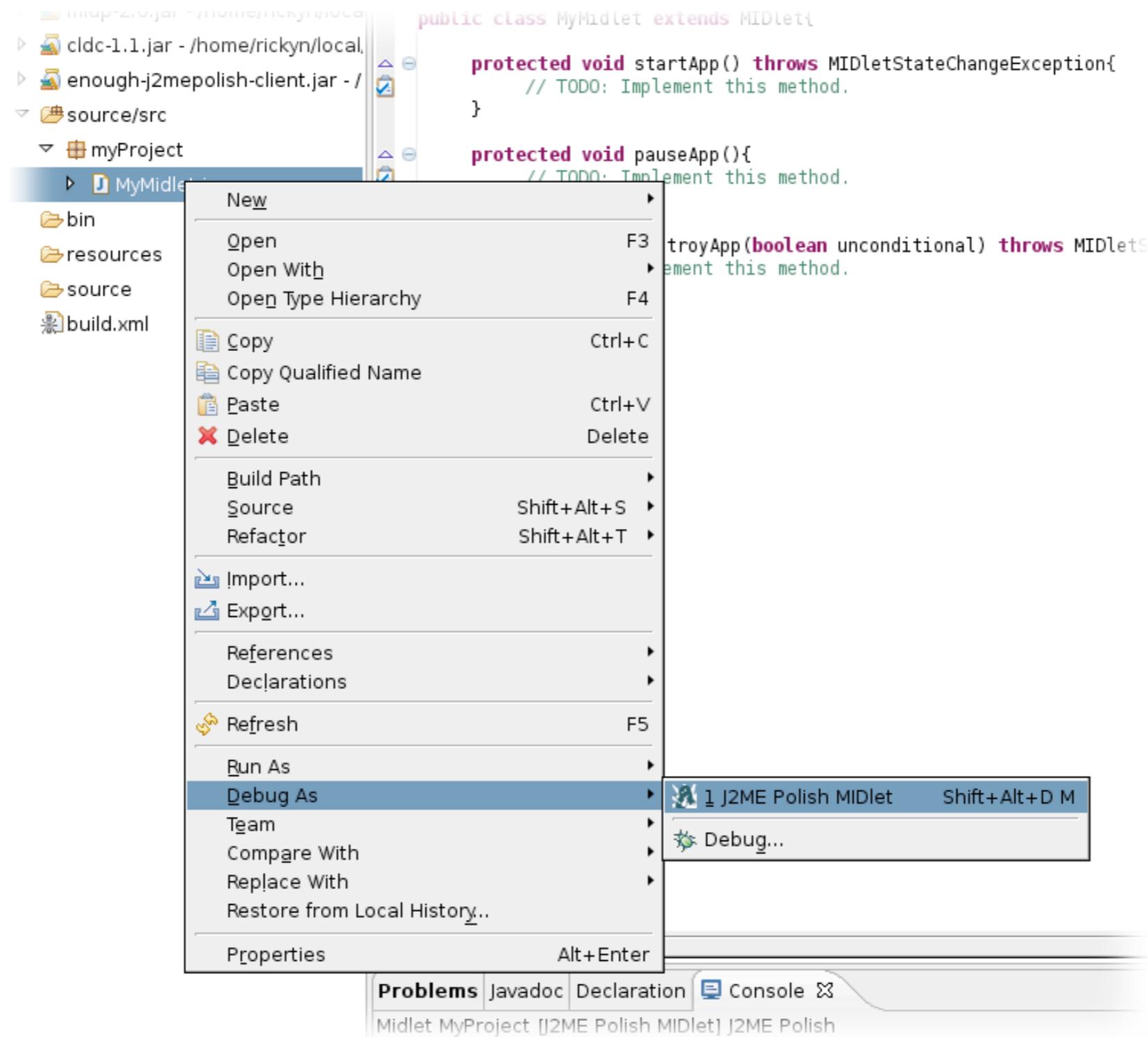
    public MessageBoxView(String title, int listType,CommandListener commandListener, String[]
        //style mainScreen
        super(title, listType);

        //ifdef tmp.menuFullScreen
        //if polish.needsManualMenu && !tmp.fullScreen
            this.fullScreenHeight = getHeight();
        //else
            //if tmp.needsNokiaUiForSystemAlerts
                //ifdef polish.NokiaFullCanvasHeight:defined
                    //this.fullScreenHeight = ${ polish.NokiaFullCanvasHeight };
                //else
                    //this.fullScreenHeight = getHeight();
                //endif
            //else
                //ifdef polish.FullCanvasHeight:defined
                    //this.fullScreenHeight = ${ polish.FullCanvasHeight };
                //else
                    //this.fullScreenHeight = getHeight();
                //endif
            //endif
        //endif
        this.screenHeight = this.fullScreenHeight;
    //else
        this.screenHeight = getHeight();
    //endif

```



- Debug a project just by launching the debugger



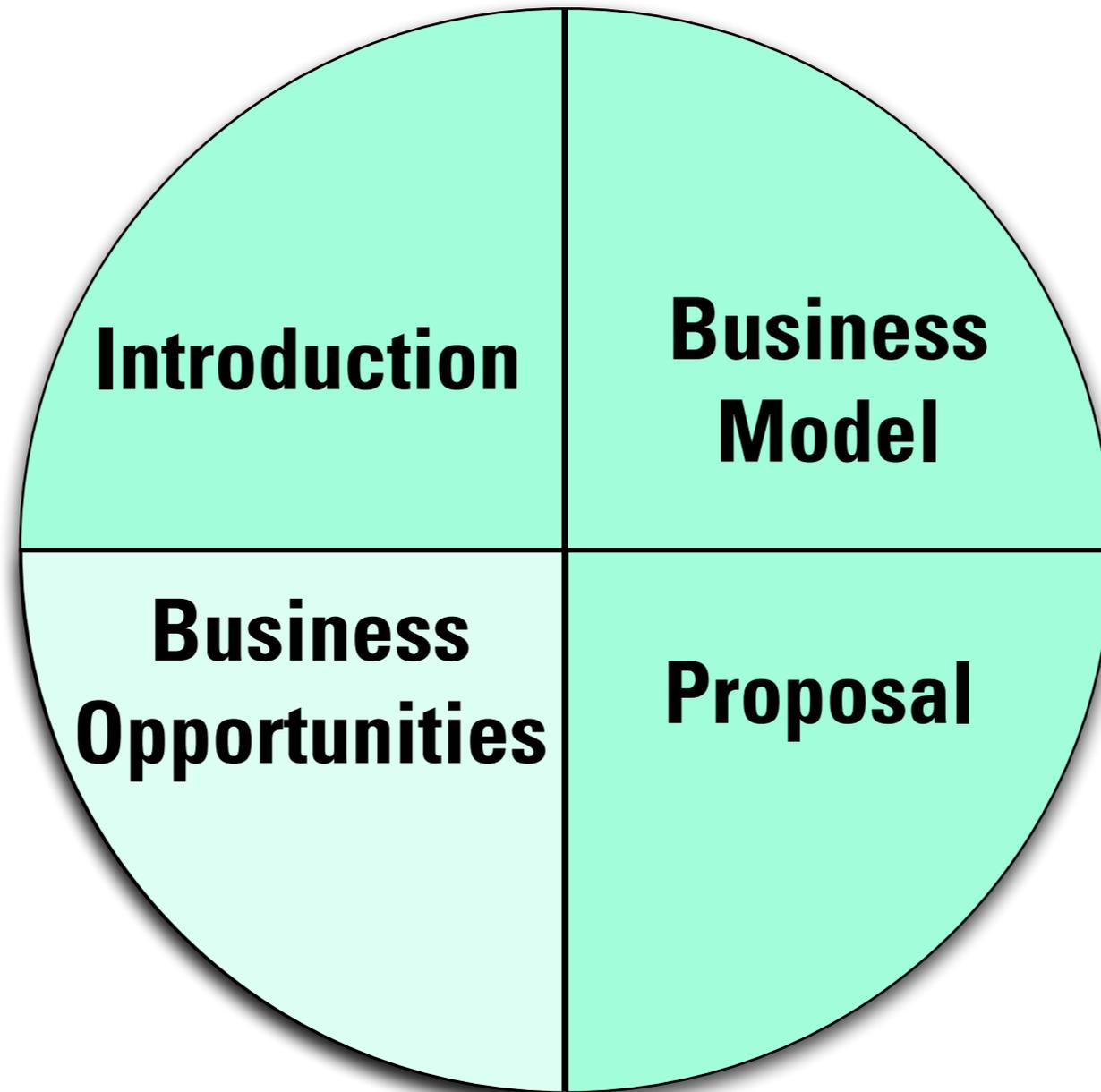
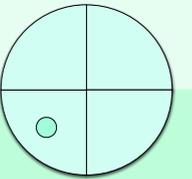
The screenshot shows the Eclipse IDE interface. On the left, the Project Explorer displays a project named 'myProject' with a sub-project 'MyMidlet'. The main editor window shows the source code for 'MyMidlet.java', which includes the following code:

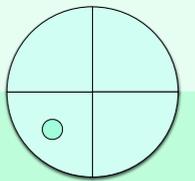
```
public class MyMidlet extends MIDlet{
    protected void startApp() throws MIDletStateChangeException{
        // TODO: Implement this method.
    }
    protected void pauseApp(){
        // TODO: Implement this method.
    }
    destroyApp(boolean unconditional) throws MIDletStateChangeException{
        // TODO: Implement this method.
    }
}
```

A context menu is open over the 'MyMidlet.java' file. The 'Debug As' option is highlighted, and a sub-menu is visible with the following options:

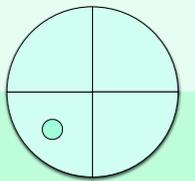
- J2ME Polish MIDlet (Shift+Alt+D M)
- Debug...

The bottom of the IDE shows the 'Problems' tab selected, and the status bar indicates the current project is 'Midlet MyProject [J2ME Polish MIDlet] J2ME Polish'.

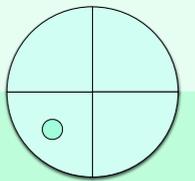




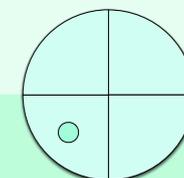
- Main interests of Enough Software are
 - selling licenses
 - selling services by using J2ME Polish as advertising
 - becoming add-on provider for MTJ
- There need to be business opportunities for providing code and resources:
 - Simple integration of J2ME Polish
 - Linking of the J2ME Polish MTJ Product
 - Roadshow MTJ 1.0: speaker/consultant
 - Official MTJ training and integration consultant



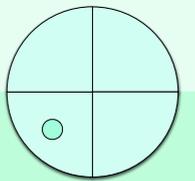
- Idea
 - Some J2ME Polish enhancements like the user interface extensions cannot be released under the EPL without risking our business model; these enhancements cannot be integrated into the official MTJ product for this reason.
 - Users should be able to upgrade the basic MTJ product easily



- Proposal
 - Each committer can provide one MTJ extension description containing name, icon, description and update link
 - Upon the first start of the MTJ, the user is asked whether he would like to install one of these upgrades - the upgrade should be possible just by selecting the appropriate checkbox and clicking "upgrade"
 - The user can later onwards install upgrades in the MTJ preferences as well
 - Enough Software helps to integrate this upgrade mechanism



- Idea
 - MTJ based products of committers are linked directly on the MTJ homepage as well as the MTJ download section
 - This would make commercial variants of the MTJ more visable
- Proposal / Background
 - We learned from Jochen Krause, Board of Directors, that there has been a board decision allowing such links as long as they are directly linked to Eclipse products (rather than a company website, for example)

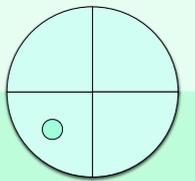


- Idea

- Nokia will probably market the MTJ in a roadshow or on Eclipse events, when the 1.0 release is published
- Enough Software would like to participate on such events as a speaker, thus gaining a business benefit by getting contacts as well as getting paid for the conferences

- Proposal

- Nokia organizes a roadshow to market the MTJ at least in Europe
- Enough Software provides a speaker
- The speaker can inform about commercial extensions such as J2ME Polish



- Idea
 - The MTJ homepage should provide a contact list of consultants that help to migrate existing products to the MTJ
- Proposal
 - The MTJ project maintains and publishes a list of consultants that can help with the migration
 - Committers can join this list



Contact



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