

J2ME APPLICATION FOR READING BOOKS ON MOBILE PHONES

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Abstract: The project originates from the need to use mobile phones not only for communication but also for entertainment and content lookup services, especially reading books and documents during waiting times. On that basis, the topic studies the J2ME platform, interface components, graphics, data storage, and necessary connections to develop applications on Java-enabled mobile devices. The latter part of the project focuses on requirement analysis, functional design, and building a book reading program on phones, allowing users to conveniently manage and display book content on mobile devices.

Keywords: J2ME READING BOOKS ON MOBILE PHONES, J2ME

References

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