Abstract

Mobile applications development is attracting more and more developers recently due to the emergence of new mobile platforms such as Android; which is making application development easier as well as its marketing. All new smartphones now support Bluetooth, a popular communication medium for mobile phones. However, cross-platform Bluetooth communication between mobile applications is something uncommon at application level. Traditionally, sharing of media files such as mp3 and pictures between various mobiles of different platforms is simple. However, at application level communication is more complex. For instance a multiplayer game using Bluetooth can communicate only when the game is installed on devices with similar platforms like J2ME. The aim of this paper is to elaborate cross-platform mobile applications with similar architecture that will communicate between Android and Java Micro Edition (J2ME) using a Bluetooth Framework. Therefore, a set of classes have been implemented in Android and J2ME to support this cross-platform communication and has been grouped to form a framework. The key advantage of this solution is that, it is completely re-useable and any programmer wishing to develop such applications can use it. Moreover, two applications have been developed using this framework to demonstrate Bluetooth...
communication between Android and J2ME.

References


Index Terms

Computer Science Mobile Communication

Keywords

Bluetooth Framework  Android  J2ME  Cross-Platform application development