



Mobile Ajax for Java™ Technology

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Mobile Ajax

Learn to apply the Ajax programming model to Java ME platform applications running outside the browser



Agenda

Demo

Introduction

Motivations

Handling Data

Presentation

Q&A

Glossary

- Ajax—Asynchronous JavaScript™ technology and XML
- JSON—JavaScript technology Object Notation
- GCF—Generic Connection Framework (MIDP)
- DOM—Document Object Model (W3C)
- SVG—Scalable Vector Graphics (W3C)



Demo

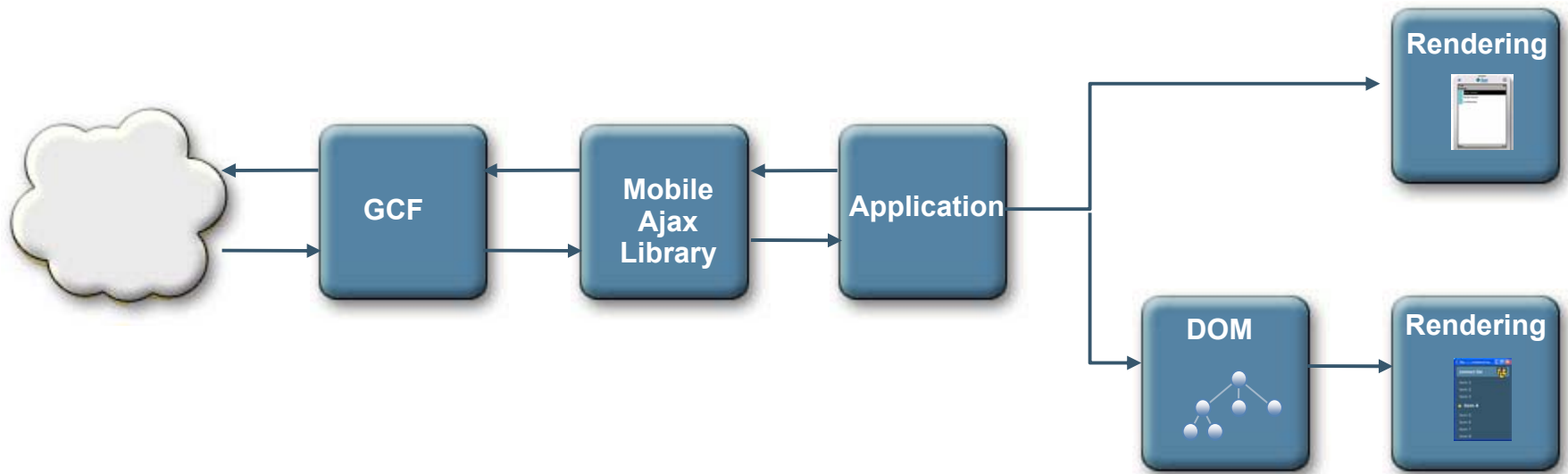


Introduction

What is Mobile Ajax?

- Traditional definition in the browser world:
 - XMLHttpRequest + XML/JSON + JavaScript technology + DOM in a browser
- A more generic definition for Java ME platform:
 - Asynchronous call to the network (GCF in MIDP)
 - Can do much more than HTTP—SMS, Bluetooth...
 - A data serialization format (XML, JSON, etc.)
 - Flexibility to roll your own format
 - Presentation—Traditional or Rich UI
 - LCDUI or DOM based UI (SVG)

An Ajax-y Interaction



Motivations

Why Ajax for Java ME applications?

- Simplicity—asynchronous vs. multi-thread
- Offer a familiar paradigm to web developers
- Abstract out low-level, data-format parsers
- Offer capabilities of the platform
 - Camera, Location, Bluetooth, Address Book, RMS, etc.
- Small library footprint

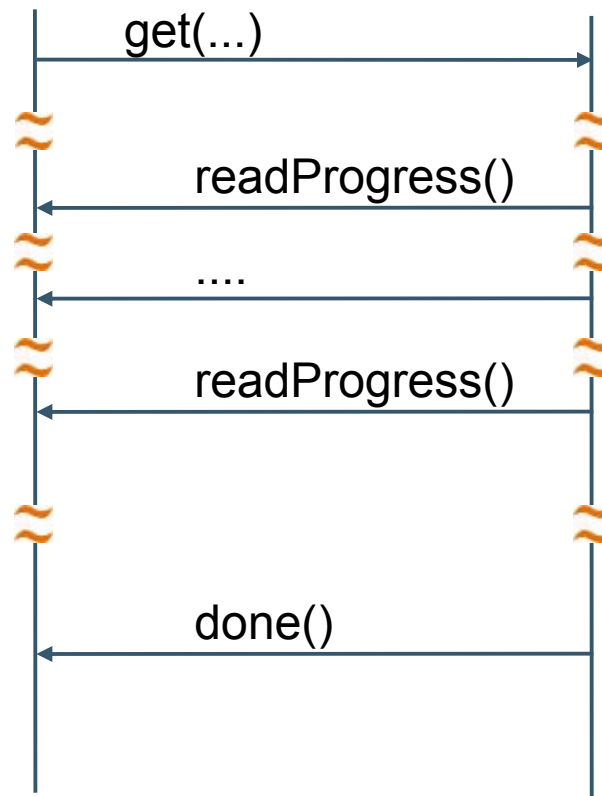
Asynchronous Requests

Building upon GCF for Web 2.0

- Asynchronous versions of HTTP Get and Post
- Progress callbacks
- HTTP Basic/Digest Authentication
- URL-encoding
- Multi-part MIME (sender-side)
- Caching

Asynchronous Get Requests

Call Sequence



Request

```
// synchronous versions
static Response get(String url, Arg[]
    inputArgs,
        Arg[] httpArgs, ProgressListener
    listener)
static Response post(String url, Arg[]
    inputArgs,
        Arg[] httpArgs, ProgressListener
    listener,
        PostData data)

// asynchronous versions
static void get(String url, Arg[]
    inputArgs, Arg[] httpArgs,
    RequestListener listener, Object
    context)
```

Input Args

```
String url = "http://host.com/web-api";  
Arg[] args = {  
    new Arg("arg1", "val1"),  
    new Arg("arg2", "val2")  
};
```

```
// url becomes  
// "http://host.com/web-  
    api?arg1=val1&arg2=val2"
```

ProgressListener

```
interface ProgressListener {  
    // total will be zero if not available  
    void readProgress(Object context,  
                      int bytes, int total);  
    void writeProgress(Object context,  
                       int bytes, int total);  
}
```

RequestListener

```
interface RequestListener extends  
    ProgressListener {  
    void done(Object context, Response  
        result);  
}
```

Response

```
class Response {  
    // Result contains the parsed returned  
    data  
    Result getResult();  
  
    // HTTP response code  
    int getCode();  
  
    // HTTP response headers  
    Arg[] getHeaders();  
  
    // Exception, if any  
    Exception getException();  
}
```

Result

```
// accessors for primitive types
boolean getAsBoolean(String
    pathToElement);
int getAsInteger(String pathToElement);
long getAsLong(String pathToElement);
double getAsDouble(String pathToElement);
String getAsString(String pathToElement);

// accessors for arrays
int getSizeOfArray(String pathToElement);
String[] getAsStringArray(String
    pathToElement);
int[] getAsIntegerArray(String
    pathToElement);
```


Parsing Data

Handling XML/JSON

- Issue: don't want to deal with parsers
- Issue: don't want generated code bloat
- Issue: may not have a schema
- Solution: the dynamic, declarative approach

Based on a small expression language

- Just “.”, “[” and “]”
- Some example paths—

```
statuses.status[1].text
```

```
statuses.status[2].user.screen_name
```

```
users.user[3].id
```

Abstracting XML and JSON

XML

```

<users>
  <user>

    <name>User
    1</name>
  </user>
  <user>

    <name>User
    2</name>
  </user>
</users>
String name =
    result.getAsString("users.user[1].name");

```

```

assert "User 2".equals(name);

```

JSON

```

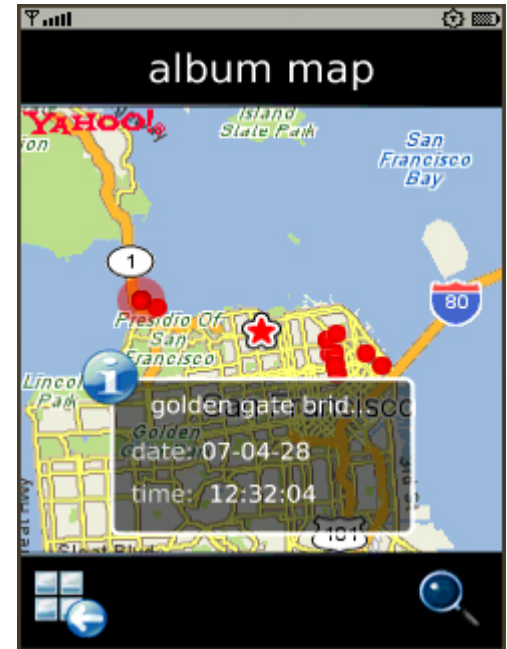
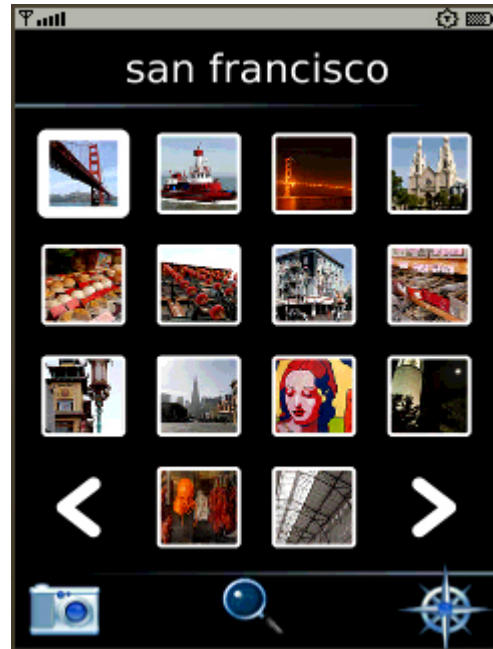
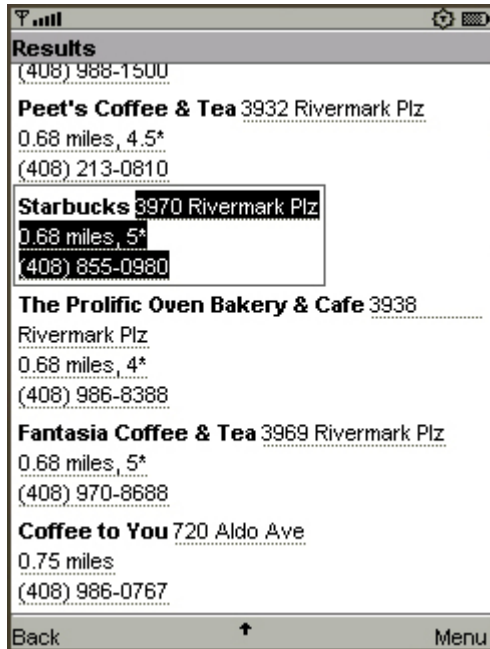
{ "users": {
  "user": [
    {
      "name":
      "User 1"
    },
    {
      "name":
      "User 2"
    }
  ]
}

```

Using Result

```
Result result = response.getResult();
int size =
    result.getSizeOfArray("users.user");
User[] friends = new User[size];
for (int i=0; i < size; i++) {
    User user = new User();
    String base = "users.user[" + i +
        "].";
    user.name = result.getAsString(base +
        "name");
    user.id = result.getAsInteger(base +
        "id");
    ...
}
```

Presentation



DOM-Based Presentation

- As in Ajax applications, apply the results to a DOM tree
- Currently: use Java Specification Request (JSR) 226 to manipulate rich, animated 2D graphics
- JSR 226 is part of the Mobile Service Architecture (MSA, JSR 248)
- In the future: use JSR 287 (Java SVG Tiny Viewer 1.2) or JSR 290 (Compound Document Formats, XHTML, SVG, CSS and ECMAScript)



DOM-Based Presentation

Rendering and playing SVG content

```
import javax.microedition.m2g.SVGImage;

SVGImage image = SVGImage.createImage(url,
null);

// Play the image
SVGAnimator animator =
SVGAnimator.createAnimator(image);

Canvas canvas = (Canvas)
animator.getTargetComponent();
getDisplay().setCurrent(canvas);
canvas.play();

// Can also use
javax.microedition.m2g.ScalableGraphics
// for 'one-shot' SVGImage rendering into a
custom
// MIDP Canvas
```

DOM-Based Presentation

Progress bar example 1/3

```
<svg ...>
  <rect id="bkg" width="240" height="320" fill="white" />
  <rect id="progress"
    x="20" y="200" width="1" height="30" fill="blue"/>
  <animateTransform id="doneAnimation"
    attributeName="transform" type="translate"
    values="0,0;400,0" begin="indefinite" dur="0.5s" />
  <text id="progressText" x="120" height="240">0%</text>
</svg>
```

DOM-Based Presentation

Progress bar example 2/3

```
class ProgressBar implements ProgressListener {
    SVGAnimationElement doneAnimation;
    SVGLocatableElement progress;
    SVGElement progressText;

    public ProgressBar(Document doc) {
        doneAnimation = (SVGAnimationElement)
            doc.getElementById("doneAnimation");
        progress = (SVGLocatableElement)
            doc.getElementById("progress");
        progressText = (SVGElement)
            doc.getElementById("progressText");
    }
    // See next slides ...
}
```


DOM-Based Presentation

Progress bar example 3/3

```

public void readProgress(int bytes, int total)
{
    float pos = (bytes / (float) total);

    // Scale the progress bar graphic
    SVGMatrix scale =
computeScaleMatrix(pos);
    progress.setMatrixTrait("transform",
scale);

    progressText.setTrait("#text",
(int) Math.ceil(pos * 100) +
"%");
}

void done(Object context, Response result) {
    doneAnimation.beginElementAt(0);
}

```

Summary

- Ajax-y layers over the base platform's networking and parsers with DOM-based presentation
 - Simplify application development
 - Provide high separation of concerns between
 - Presentation
 - Application logic
 - Data services
 - Yield high flexibility
 - Data sources and formats can change independently
 - User experience can change independently

For More Information

- ME Application Developer Project:
<https://meapplicationdevelopers.dev.java.net/>
- **TS-5628:** Developing Flashy Mobile Applications, Using SVG and JSR 226
- **TS-5743:** Graphical, Scripted and Animated User Interfaces on Java Platform, Microedition (Java ME)
- Java SVG Tiny Viewer 1.1 user interfaces with JSR 226:
<http://jcp.org/en/jsr/detail?id=226>
- Java SVG Tiny Viewer 1.2 user interfaces with JSR 287:
<http://jcp.org/en/jsr/detail?id=287>
- CDF user interfaces with JSR 290:
<http://jcp.org/en/jsr/detail?id=290>



Q&A

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