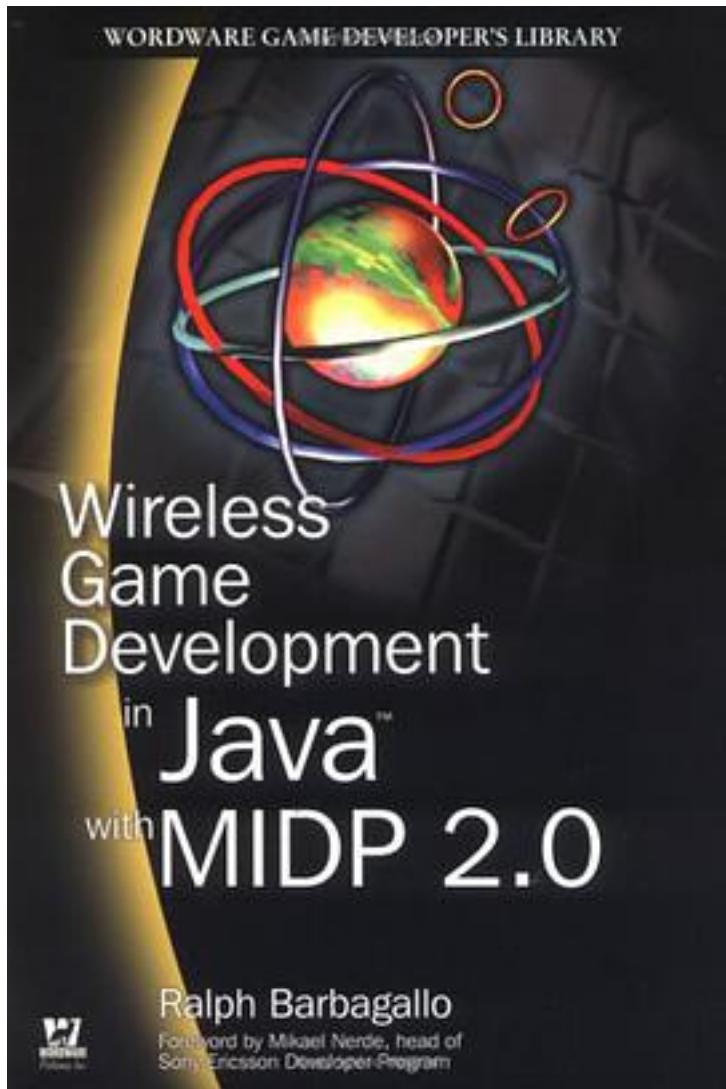


Wireless Game Development in Java with MIDP 2.0



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Designed for programmers who want to capitalize on the growing mobile game market, Wireless Game Development in Java with MIDP 2.0 illustrates the programming and development of games for wireless phones using J2ME and MIDP 2.0. The foundations of J2ME and MIDP, as well as discussions of the Game API and support for tiles, sprites, animation, and MIDI music, are presented, along with a complete example of a working game.

作者介绍:

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