

Archived:Series 40 Java and Web App Competition June 2011

Results now available!

Series 40 Java and Web App Competition June 2011 Results

1. [4cast.zip](#) weather application by Douglas Hoskins (User: funkybro). This innovative app shows local weather from a variety of online weather providers. It's a good example of a MIDlet that uses a RESTful API though JSON objects. It also stretches other features of the device, including gestures and location (cell-id).
2. [Using the PositioningManager from Java ME Location API](#) by Alessandro La Rosa (jappit). This wiki article explains how to use the PositioningManager from the Ovi Maps Java ME Location API to get information about the device location. Alessandro contributed a number of articles and a project; while this was our favourite, they are all very well written and provide an excellent insight into how to use the Java Location API:
 - [Handling map events with Java ME Location API](#)
 - [Implementing a custom MapUrlProvider overlay with Java ME Location API](#)
 - [Creating a custom Map Item with Java ME Location API](#)
 - [How to calculate and show a route with Java ME Location API](#)
 - [Geocoding an address with Java ME Location API](#)
 - [Run Tracker](#) (project)
3. [Touch & Type Currency Converter](#) by Spyridon Antonellos (spiretos). A Java ME currency converter application utilizing the Canvas and gestures capabilities. This is a well-crafted application that combines a number of useful APIs and shows excellent use of gestures. We particularly liked the attention to detail, including less obvious enhancements like giving the option to send the information to a contact using SMS.

The winners (funkybro, jappit, spiretos) will each receive a [Nokia X3-02](#) and a [Nokia C2-02](#). We invite you congratulation both the winners and other competitors in the [Discussion Boards](#).

Our thanks to everyone who contributed in this competition. While the winners are well deserving of their awards, many of the other [other entries](#) provide valuable lessons to other developers. We hope you continue to share your knowledge with more great articles and projects. We nominate the best contributors in each section of the site every month and we are always on the hunt for new Nokia Developer Champions.

Background

There have been two significant developments for developers wanting to make the most of the opportunities offered by Series 40 devices; the opening of Ovi Store to Series 40 web apps and the beta release of the Nokia SDK for Java.

Series 40 web apps bring rich internet experiences and optimised content to Series 40 devices through Nokia Browser for Series 40. Created using familiar web technologies, such as HTML and JavaScript code, web apps can offer users a rich experience using features such as screen transitions and the ability to create interactive UIs that minimise server round trips. Getting started with Series 40 web apps is easy with [Nokia Web Tools](#), a complete suite of applications that assist in the entire lifecycle of web app development, from prototyping designs through to packaging applications for distribution in Ovi Store.

The "Nokia SDK for Java" offers you the opportunity to experience the next generation of Java tools from Nokia. Nokia SDK for Java will unify Java development across multiple Nokia platforms into one convenient tool, simplifying development and testing. The beta release supports the development of Series 40 6th Edition, Feature Pack 1 apps, which powers devices such as the [Nokia X3-02 Touch and Type](#).

To celebrate these developments, and to give you a chance to show off your



Courtesy of [PhotoAlbumS40](#), [JMESudokumaster](#), [JMEDrumkit](#), and [JMEBattleTank](#)

development skills, we're having a "Series 40 Competition". You have

roughly four weeks to create a Java app or web app designed to run on a Series 40 6th Edition, Feature Pack 1 device, and host it as a Nokia project or write a cool article about it as a wiki article, tutorial, or guide.

How to participate

All *Wiki* and *Projects* content made public and tagged with **Series 40** and either **Java ME** or **Nokia Asha Web Apps** in the competition period will be considered as valid entries for the competition.

Here are the competition rules:

- Your submission must be related to [Java ME apps](#) or [Series 40 web apps](#) for Series 40 6th Edition devices
 - Download the Nokia SDK for Java
 - Download the Nokia Web Tools from [here](#)
- The code *must* work on a Series 40 6th Edition, Feature Pack 1 device. Working on other Series 40 devices is a bonus, if your Java app works on Symbian devices even better.
- Contributions must be visible to everyone (public) and come with a community friendly license (such as the Nokia Developer Terms & Conditions, BSD, LGPL, MIT, MPL, etc).
- Whether you create a wiki article or a project it must (minimally) have the category **Series 40** and either **Java ME** or **Nokia Asha Web Apps**.
 - Check that your article or project appear in at least one of the following places: (broken links removed)[Java ME articles](#), [Series 40 Web App articles](#)
- Your submission must be finish by 30st June 2011 at 23:59 GMT

All submissions should be original work, should be publicly visible and licensed so that the community can reuse it. See the [fine print](#) for more information.

Why would you do this?

Fame and glory! and some prizes too...

As a winner of a Nokia Developer competition you will be featured in our [Community](#), [Wiki](#), and [Nokia Project](#) home pages, as well as in our developer newsletters - giving your endeavours immediate visibility with hundreds of thousands of your peers and potential employers! Even if you don't win, there is a good chance that your entry could be [featured](#) on the site. It's also worth knowing that we will be looking at the entries very closely next time we [select](#) or reselect Nokia Developer [Champions](#).

But of course you will really be competing because you enjoy playing with new technologies and helping other developers with guides and sample applications. You also know that by providing [feedback](#) you are helping Nokia make the tools better, which in turn helps everyone.

Even so, we'll be insisting that at least three winners take their [Nokia X3-02](#) and an **as yet to be announced** phone. If there are a lot of great submissions, we will be raiding the warehouse so we can give away more prizes!

Evaluation of entries

Entries are judged on their quality, value, and appearance. Multiple entries are encouraged, but please note that judging will generally favour quality of entries over quantity.

Wiki articles and projects will be assessed equally. If your contribution is a wiki article then you might write a tutorial that highlights features of the SDKs or tools, provide tips or a best practice, or otherwise guides and assists your fellow developers. If your contribution is a Nokia Developer Project, then one tip we can offer you is that including a clear description of why and how the app was created makes it much more accessible to other developers - and the judges (why not include this in the project wiki, after all that is what the wiki is for.) For inspiration you might want to look over some of our recent [Featured Articles](#) and the [top articles](#) from our last competition.

The entries will be evaluated by selected Nokia experts together with active developer community admins/members after the end of the competition period. The results are expected to be announced around mid-July.

Feedback

In order to improve our products and technologies we wish to receive your valuable feedback and improvement ideas. Share your thoughts about the [Nokia Java SDK](#) on the [Mobile Java Tools & SDKS discussion board](#), and about the Nokia Web Tools

[here](#). Particularly good feedback will also be considered when the judges evaluate submissions.

Generic questions or comments concerning this competition can be addressed as [comments](#) to this wiki page.

The fine print

The main sponsor of the Wiki Contribution competition is Nokia Corporation, Finland ("main sponsor"). The competition is a competition of skill. No purchase or admission fee is necessary to participate. By participating in the Wiki Contribution competition the participant indicates his/her/its acceptance to these rules and agrees to be bound by them as well as any rules and regulations of Nokia Developer and the Developer's Wiki. You acknowledge and agree that no form of cheating will be tolerated. Any persons found cheating, as determined in the sole and absolute discretion of the main sponsor, will immediately be disqualified from the contest. To the maximum extent permitted by applicable law, the main sponsor reserves the right at its sole discretion to amend, withdraw or revise these rules and the prizes at any time without notice and in such event the main sponsor shall not have any liability whatsoever.

This competition shall not constitute a commitment or create a joint venture, partnership, agency or other business relationship between the participants and the main sponsor of this competition. This competition shall not either be understood to grant to any participant whether expressly or by implication any ownership, rights or license to any intellectual property rights of the main sponsor and vice versa. To the maximum extent permitted by law, Nokia shall not be liable for any damages arising out of the participant's participation to the competition. The laws of Finland shall be applicable to any disputes arising out of the competition. Unless otherwise provided for in applicable mandatory legislation, such disputes will be finally settled in the public court of Helsinki.

Nokia Developer employees and contractors are not eligible for this contest. The competition is open to other Nokia employees (except those working directly for Nokia Developer) with the following limitations:

1. You should not be directly involved in the development of Series 40 web apps or Java apps
2. You should use only the published tools and resources (Nokia SDK for Java or Nokia Web Tools) - "practice what you preach"
3. Submissions from the Nokia employees will be judged and prized separately, and will not compete directly with third party developers

Competition Entries

The following articles and projects have been identified as potential entries. We're currently evaluating them against the criteria and hope to have results in mid July.

Web apps

- [Series 40 web apps - Swipe Events](#) (somnathbanik)
- [Series 40 web apps - Screen Navigation](#) (somnathbanik)
- [Series 40 web apps - Traffic Light](#) (somnathbanik)
- [Series 40 web apps - Creating On/Off Switch](#) (somnathbanik)
- [An Introduction to Series 40 web apps](#) (somnathbanik)
- [Porting between Symbian Web Runtime and Nokia Asha Web Apps](#) (r60600)
- [Countdown - Series 40 Web App](#) (polturtle) - simple but powerful countdown script that is very helpful to add in your web apps
- [CARBON FOOTPRINT CALC](#) (User: rajan.mba) - s40 touch and type USA major cities carbon footprint calculator . Select your originating and destination city. The carbon dioxide released in pounds is calculated for car and air travel. The app gives its opinion on mode of travel [travel by air/ travel by car]
- [MathChallenge](#) (User: agusnokia) - This Project is for show simple math game. In this game you must answer 10 question. If 3 answer wrong, You Lose. This project use javascript and jquery
- [Peg Game - Series 40 web app](#) (somnathbanik) - This example Series 40 web app uses the regular JavaScript to create a Peg Game (S40 web app Game)
- [shareME - Series 40 Web App](#) (polturtle) - Simple web based app that utilise the use of s40 functionality tools (mac version) and php/msql backend
- [Blockers 40](#) (eetomla) - Addictive Series 40 puzzle game where your goal is to clear the area from blocks of same color. Each level introduces new color. Game is also known as the same-game

Java

- [Handling map events with Java ME Location API](#) (jappit)
- [Using the PositioningManager from Java ME Location API](#) (jappit)

- [Implementing a custom MapUrlProvider overlay with Java ME Location API](#) (jappit)
- [Animation in JavaME](#) (reflexus@ig.com.br)
- [Using audio feedback for non-cursive text](#) (kuroshtech)
- [Creating a custom Map Item with Java ME Location API](#) (jappit)
- [How to calculate and show a route with Java ME Location API](#) (jappit)
- [Geocoding an address with Java ME Location API](#) (jappit)
- [Parallax Scrolling in Java ME](#) (reflexus@ig.com.br)
- [How to change image colors \(on the fly\) in Java ME.](#) (reflexus@ig.com.br)
- [How to play multiple sound fx in Java ME.](#) (reflexus@ig.com.br)
- [Custom fonts in JavaME](#) (reflexus@ig.com.br)
- [Get Web Image in MIDlet](#) (r60600)
- [4Cast.zip](#) (User: funkybro) - This unique app shows your local weather from a variety of online weather providers.
- [Run Tracker](#) (jappit) - Run Tracker is a sample MIDlet intended to showcase some of the features of the Ovi Maps Java ME Location API. It allows to track and record various parameters of running activities, including route, distance, duration and speed of each run.
- [Touch & Type Currency Converter](#) (spiretos) - Touch & Type Currency Converter is a Java ME application utilizing the Canvas and the latest Touch Gestures capabilities.
- [X-Rally](#) (reflexus@ig.com.br) - J2ME Midlet GAME. Pac Man Style game. Avoid enemy cars an collect all items.
- [LunarPatrol, LunarPatrol v0.09](#) (reflexus@ig.com.br) - J2ME Midlet Game. Shoot'em up / action

Copyright ©2011 Nokia. All rights reserved. Nokia and Nokia Developer are registered trademarks of Nokia Corporation.