

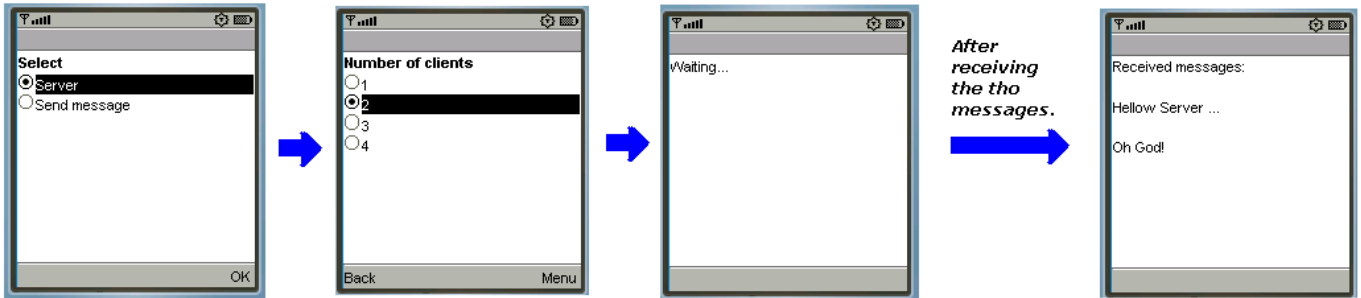
Bluetooth chat between two or more devices using J2ME

This Java ME code example uses Bluetooth to establish communication between four devices. The devices all send a message to the server, after which the server displays all the messages on all of the devices. Source code [Media:BluetoothChat.zip](#)

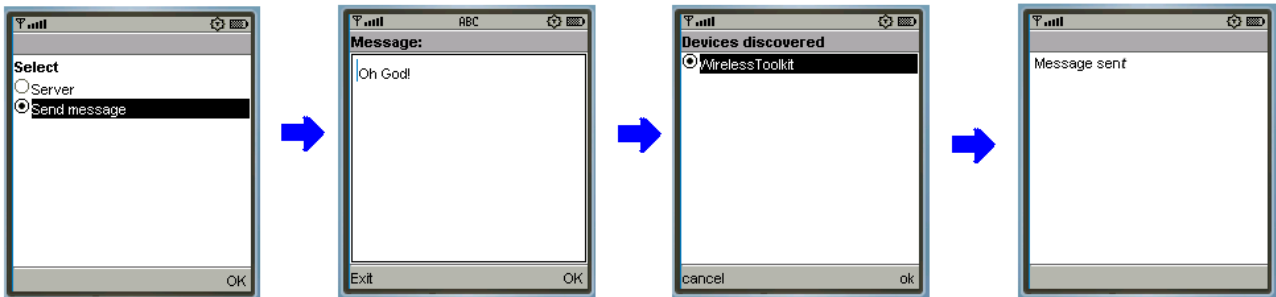
Screenshots (from WTK emulator)

Screenshots sequence

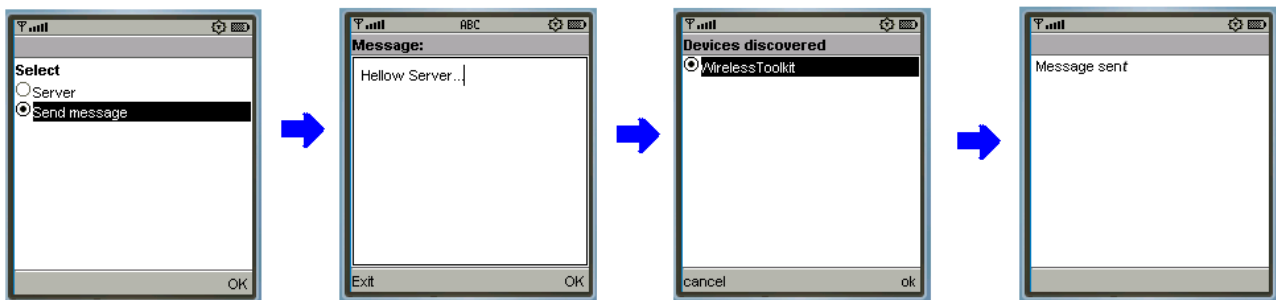
Server



Device 1



Device 2



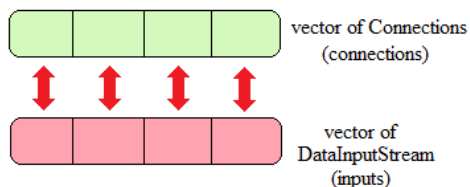
Code Explanation

In this example I created six classes: MyMIDlet, BluetoothClient, BluetoothServer, MessageForm, NumberClientesForm and OptionsForm.

The most important classes are: BluetoothClient and BluetoothServer because they are responsible for Bluetooth communication. The BluetoothServer class is responsible for establish connection with all clients and receive a message from each device.

The function `createConnections()` opens a new Connection and a new `DataInputStream` for each connected client and the function `receiveMessageFromAll()` reads all messages sent from other devices.

Relationship between vector of Connections and vector of DataInputStream



The `BluetoothClient` class is responsible for searching other devices, establish contact with the server, verify the service number, and then send to the server the user's message. This class must implement `DiscoveryListener` class so that it will be able to discover available Bluetooth devices. In this class there is a vector called "devices" where all discovered devices are stored and a List called "deviceList" where I store all discovered device's name to show later on the screen.

Relationship between vector of Devices and List of device's name

