Simple NFCIP peer to peer chat

Example of NFCIP P2P communication in Nokia 6131 NFC. User can exchange messages with other phones by touching them. By default MIDlet is in reading state and when user wants to write something MIDlet goes to writing state.

Note that NFCIPConnection class used in this example is proprietary implementation for Nokia 6131 NFC so this example might not work in any other phone.

```
package com.nokia.nfc.sample.app;

import java.io.IOException;

import javax.microedition.io.Connector;
import javax.microedition.lcdui.Alert;
import javax.microedition.lcdui.AlertType;
import javax.microedition.lcdui.Command;
import javax.microedition.lcdui.CommandListener;
import javax.microedition.lcdui.Display;
import javax.microedition.lcdui.Displayable;
import javax.microedition.lcdui.Form;
import javax.microedition.lcdui.TextBox;
import javax.microedition.lcdui.TextField;
import javax.microedition.midlet.MIDlet;
import javax.microedition.midlet.MIDletStateChangeException;

import com.nokia.nfc.p2p.NFCIPConnection;

/* Example of P2P communication in Nokia 6131 NFC. User can exchange messages
 * with other phones by touching them. By default MIDlet is in reading state and
 * when user wants to write something MIDlet goes to writing state.
 */
public class P2PChat extends MIDlet implements Runnable, CommandListener {

    // Initiator URL, used to make the connection to other phone
    private static final String INITIATOR_URL="nfc:rf;type=nfcip;mode=initiator";
    // Target URL, used to listen for incoming connections
    private static final String TARGET_URL = "nfc:rf;type=nfcip;mode=target";

    // UI elements
    private Display display;
    private Form form;
    private TextBox writeTb;
    // Commands
    private Command writeCmd;
    private Command cancelCmd;
    private Command exitCmd;

    // Is the MIDlet in reading or writing state
    boolean reading = true;

    // MIDlet UI initialization and starting the thread
    protected void startApp() throws MIDletStateChangeException {

        // Initialize UI
        display = Display.getDisplay(this);
        form = new Form("Form");
```


(C) Copyright Nokia 2014. All rights reserved.

```
        writeCmd = new Command("Write", Command.ITEM, 1);
        cancelCmd = new Command("Cancel", Command.CANCEL, 1);
        exitCmd = new Command("Exit", Command.EXIT, 1);
        form.addCommand(writeCmd);
        form.addCommand(exitCmd);
        form.setCommandListener(this);
        display.setCurrent(form);

        // Start the thread
        Thread thread = new Thread(this);
        thread.start();

    }

    // Thread to exchange data between phones
    public void run() {
        NFCIPConnection conn = null;
        // Reading state
        if (reading) {
            // Read while in reading state
            while (reading) {
                try {
                    // Start waiting for other phone to initiate connection,
                    // blocks until connection made or another NFCIP connection
                    // open called
                    conn = (NFCIPConnection) Connector.open(TARGET_URL);
                    // Receive data from connection
                    byte[] data = conn.receive();
                    // Send empty message to connection
                    conn.send(null);
                    // Append received string to form
                    form.append(">> " + new String(data) + "\n");
                    // Close connection
                    conn.close();
                } catch (Exception ex) {
                    try {
                        if (conn != null) {
                            conn.close();
                        }
                    } catch (IOException e) {
                    }
                }
            }
            // Writing state
        } else {
            // Write while in writing state. If writing fails MIDlet will do the
            // writing loop until it succeeds or changed back to reading state.
            while (!reading) {
                try {
                    // Try to connect another phone, blocks until connection
                    // made or another NFCIP connection open called
                    conn = (NFCIPConnection) Connector.open(INITIATOR_URL);
                    // Send string from TextBox to connection
                    conn.send(writeTb.getString().getBytes());
                    // Receive reply
                    conn.receive();
```


(C) Copyright Nokia 2014. All rights reserved.

```
                // Append sent message to form
                form.append("<< " + writeTb.getString() + "\n");
                // Close connection
                conn.close();
                display.setCurrent(form);
                read();
            } catch (Exception ex) {
                try {
                    if (conn != null) {
                        conn.close();
                    }
                } catch (IOException e) {
                }
            }
        }
    }
}

public void commandAction(Command c, Displayable d) {
    if (c == writeCmd && d == form) {
        writeTb();
    } else if (c == writeCmd && d == writeTb) {
        write();
    } else if (c == cancelCmd) {
        read();
    } else if (c == exitCmd) {
        notifyDestroyed();
    }
}

// Go to read state
private void read() {
    reading = true;
    display.setCurrent(form);
    // Start new thread that kills the current connection
    Thread thread = new Thread(this);
    thread.start();
}

// Display TextBox
private void writeTb() {
    writeTb = new TextBox("Text to write", null, 255, TextField.ANY);
    writeTb.addCommand(writeCmd);
    writeTb.addCommand(cancelCmd);
    writeTb.setCommandListener(this);
    display.setCurrent(writeTb);
}

// Go to write state
private void write() {
    reading = false;
    // Show alert
    Alert a = new Alert("Writing", "Touch to write", null, AlertType.INFO);
    a.addCommand(cancelCmd);
    a.setTimeout(Alert.FOREVER);
    a.setCommandListener(this);
    display.setCurrent(a);
```


(C) Copyright Nokia 2014. All rights reserved.

```
        // Start new thread that kills the current connection
        Thread thread = new Thread(this);
        thread.start();
    }

    protected void destroyApp(boolean unconditional)
            throws MIDletStateChangeException {
    }

    protected void pauseApp() {
    }

}
```


(C) Copyright Nokia 2014. All rights reserved.