

## BREW Class Project Description

### Assignment Overview

The goal of this assignment is to demonstrate your understanding of the BREW development environment and the use of BREW APIs. You will create a BREW-enabled application that:

- contains a menu whose content is driven by resource files and key presses
- processes events
- creates and responds to notifications
- displays graphics and text
- produces sound
- demonstrates BREW APIs not covered in class
- adheres to BREW "Best Practices" presented in class

### Approach

- You will create a specification document that describes the application, the inputs, and the outputs in detail. You will document the program structure and explain what each section of the program is doing. Pictures can be worth a thousand words.
- You will create the Visual Studio project for your application, create the resource file(s), MIF and BID files, and program code.
- You will place comments in the code for each section describing what the program is doing. For each set of BREW API calls, you will comment in the code and describe what you are accomplishing with the call, what parameters you are using, what data you are sending, and what is returned.
- Please feel free to use any manuals, sample programs, or text reference materials available from the SDK or handed out in the classroom as reference.

### Specifically

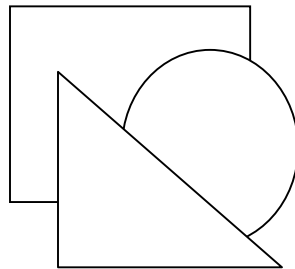
Create an application that does the following:

1. Creates a menu list containing at least 5 items:
  - a. The literal "Your Name"
  - b. The literal "Favorite Color"
  - c. The literal "See a Picture"
  - d. The literal "Play a Tune"
  - e. Demonstrates one BREW API not covered in class
  - f. *Demonstrates a second BREW API not covered in class (required for an A grade)*
2. Loads all strings from a Resource File
3. When the user selects the Your Name item, your name should display.

4. When the user selects the “Favorite Color” item, your favorite color is displayed within a box along with the text stating the color. Be sure and use a contrasting color for the text. An Example is shown below



5. When the user selects the “See a Picture” item, display the following diagram as shown:



6. When the user selects the “Play a Tune” item, play a tone list or midi file.
7. Demonstrate one additional API (Required for a B grade)
8. Demonstrate another API (for an A grade)
9. Test the program in the BREW simulator.

### **When you are finished: What to turn in**

When you are finished, zip your entire project directory (files, MIF and resource file(s), and specification) and email it to fred@FredRaab.com **Do not forget your program specification document.** Make sure your name is included in the zip file: *Joe Doe BREW project.zip*

### **Other Items:**

*REMEMBER TO PAY ATTENTION TO THE DETAILS OF THE ASSIGNMENT!*

*TEST your application! Program bugs will cost you points!*

### **Important Note:**

This assignment is due at the last class. If I don't receive them in time, you will be given an incomplete for the course. You have until the end of the next quarter to turn in your assignment. If your assignment is not turned in by that time, the policy of UCSD Extension is to change your grade automatically changed into a grade of “F”.