

ABSTRACT

The BREW and J2ME platform are technically capable to deploy within object oriented method. Because that, both platform will be constructed based on approach of object oriented, then the analysis of both will get the time efficiency result when the system is constructed.

This final task will prove about what the best solution by using BREW than J2ME with analyzing the accelerated access time when the application will be run, analyzing by using the memory, and upload access time (send) and download (receive) the RSS file from RSS service provider in PHP based on data packet size, signal power, and current access time on simulation of emulator which is given by SDK. Beside that, each platform will prove the interoperability with synchronizing the RSS file, where the one platform will do the upload process then the other platform will do the download process.

The system for BREW platform is developed by using BREW SDK v3.15, BREW SDK Tools 1.0.1, GNUDE-ARM for compiling the C language to the machine language, Microsoft Visual Studio 6 Service Pack 6 as a visual IDE, and libxml2 as an XML library parser on Java/J++/J# language. While the system for J2ME platform is developed by using Java SDK 1.6, NetBeans 5.51 as a visual IDE, kxml2 as an XML library parser on C/C++/C# language. So that data can synchronize, the system for web is developed by using PHP 6, MySQL 6 as a tool for saving the permanent data, and IIS 5.1 as a web server. For entire systems, the system model is developed by using Rational Rose 2000 Enterprise Edition.

Based on calculating of memory used, when the system is beginning to standby mode on BREW is more efficient than J2ME platform eventhough the access time in this RSS case is slower. While upload and download session, *platform* BREW is better in using memory and faster to execute exactly than J2ME platform.

Keyword : BREW, J2ME, XML, RSS, emulator, interoperability, synchronize