

## **Abstract**

The growth of cellular technology and the user of cellular has been increased rapidly. Now the functions of cellular phone not only limited as communication device only, another functions that has been added in cell phone device such as camera, games, and other functions becomes value added that can be attract consumer to have it. In this Final Task have been made an application that called graph plotter which can run in the handphone that support java technology.

Graph Plotter is J2ME application used to plot the equation that the application supports into handphone screen using “plot(from,till,function)” command. “From” is initial value on x-axis where the graph initial point will be drawn. “Till” is the graphic final value on x-axis where the graph final point will be drawn. Whereas, function is equation that it’s graph will be drawn. To draw an equation such as  $f(x)$ , the equation should be keep first in the database.

This graph plotter application implemented on Nokia 6600 and Siemens C65 handphone. This application can perform well on both handphone. It needs 35408 bytes of memory space. Graph plotter application in Nokia 6600 needs average time to plot longer than in Siemens C65.