ABSTRACT

Mobile Library is the form of library which could access by mobile devices. This mobile library is consisting of registration (account activation) and library profile. Mobile Library is an application which based on data, so the mobile devices need fast data access and efficient connectivity. Mobile Library Application has a special value added so it can access rapidly, by efficient connectivity, and also could work in multiplatform environment by watch all limitedness of mobile devices.

In this final project it will build a mobile library application by using J2ME technology. This application could applied on the mobile devices which have java-enabled feature for various mark. On the finding collection feature, user can find the title, tha author, available summary of the books, journals, final task/final project, and CD collection and also order the wanted collection. On the information feature, can ask the new library information as services information and new collection information. On registration feature, the user can make activation, change and erase his/her account. On the profile feature, it consist of some information about Mobile Library services and the direction to use.

In production process of this application, several activity which conducted to make the system is include: a little comment about J2ME mechanism, utilization of database and its programming, connection system to the database to the server and also its wireless networking. And then from the result of this application development, we will make analysis to know about the system capability in giving the services.

Keywords : J2ME,Mobile Device, Mobile Library Application