

## ABSTRACT

*Shopping is an activity that is often done by many people of Indonesia. Advances in technology today allows buyers to shop from home. For simplify these transactions, hence made a mobile application that is supported by the Java 2 Micro Edition (J2ME).*

*Java 2 Micro Edition (J2ME) is a Java programming is concentrated on mobile devices, in this case focused on mobile phones device.*

*In this final project, the application Java 2 Micro Edition (J2ME) has been designed and realized to facilitate the sale and purchase transaction between the buyer and mini market clerk. J2ME applications can be used as mobile applications, like applications on mobile phones, PDAs, and mobile devices with small memory.*

*For knowing the performance of J2ME applications have done a simulated of application for shopping by making communications between customer as user of J2ME and server application of mini market, so the customer can be easier to buy something from the mini market.*

*Keywords: Java 2 Micro Edition (J2ME)*