

Einführung in die Java Bluetooth Programmierung

Mobile und Ubiquitous Computing

SS 2005

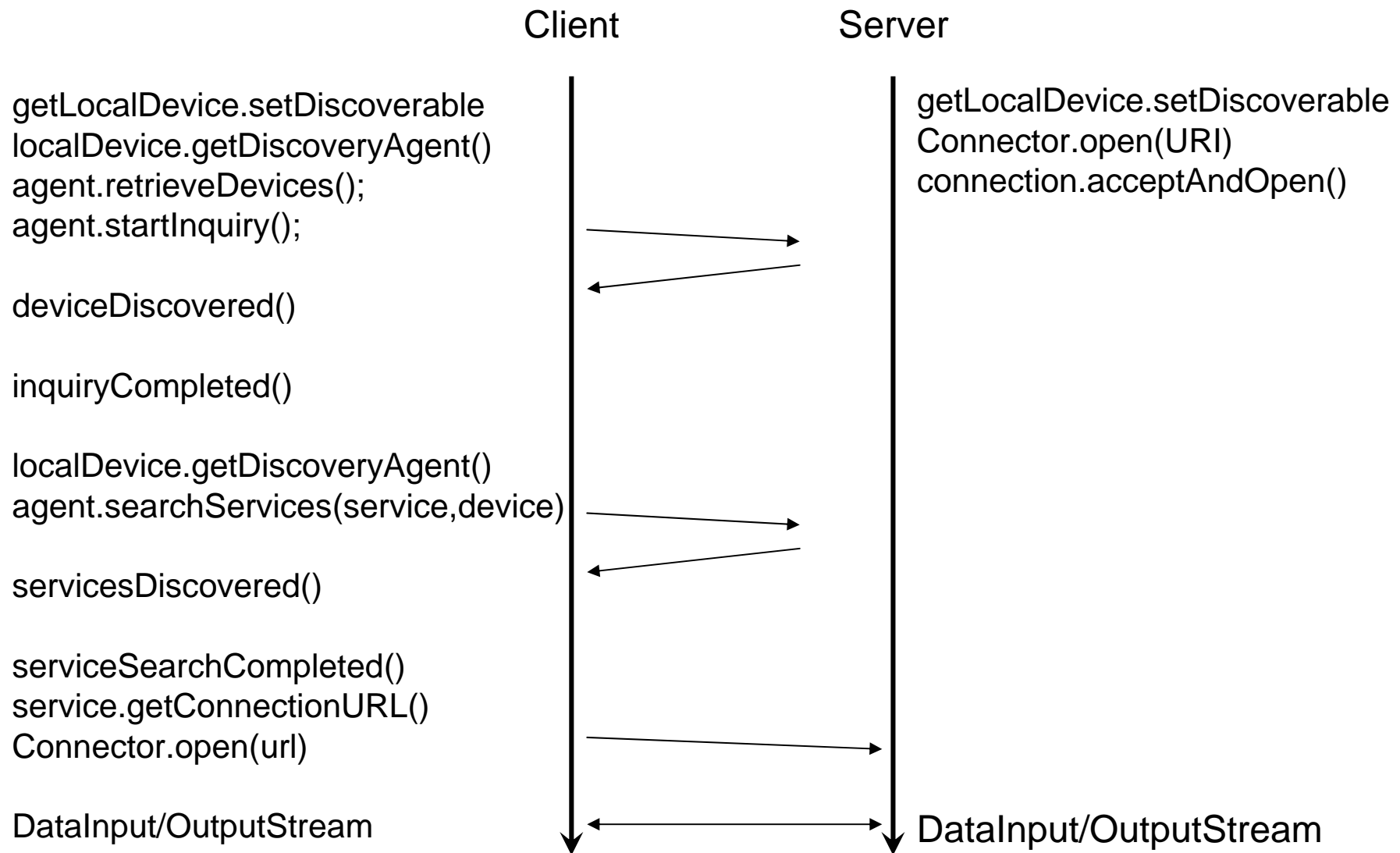
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JSR-82

- Bluetooth API für Java
- Unterstützt im Sun WTK 2.2
- Bei Antenna:

```
<property name="wtk.bluetooth.enabled"  
    value="true"/>
```
- jsr82.jar im Pfad

Ablauf Client/Server Interaktion



Schritte Server

```
LocalDevice.getLocalDevice().
    setDiscoverable(DiscoveryAgent.GIAC);

String call =
    "btspp://localhost:<UUID>;name=ChatMC;master=true";

StreamConnectionNotifier connection =
    (StreamConnectionNotifier) Connector.open(call);

StreamConnection client = connection.acceptAndOpen();

DataInput input = client.openDataInputStream();

DataOutputStream output = client.openDataOutputStream();
```

Schritte Client

```
localDevice = LocalDevice.getLocalDevice();
DiscoveryAgent agent = localDevice.getDiscoveryAgent();
availableDevices = agent.retrieveDevices(...);
agent.startInquiry(DiscoveryAgent.GIAC, this);
public void deviceDiscovered(RemoteDevice btDevice,
    DeviceClass unused) {...}
public void inquiryCompleted(int discType) {...}
UUID[] searchList = { new UUID("7F546DA6272DE7387F546DA6272DE738",
    false) };
DiscoveryAgent agent =
    LocalDevice.getLocalDevice().getDiscoveryAgent();
agent.searchServices( null, searchList, device, this);
public void servicesDiscovered(int transID,
    ServiceRecord[] servRecord) {...}
public void serviceSearchCompleted(int transID, int respCode) {...}
String call = record.getConnectionURL(
    ServiceRecord.AUTHENTICATE_ENCRYPT, false);
connection = (StreamConnection) Connector.open(call);
input = connection.openDataInputStream();
clientOut = connection.openDataOutputStream();
```