

ShepHertz



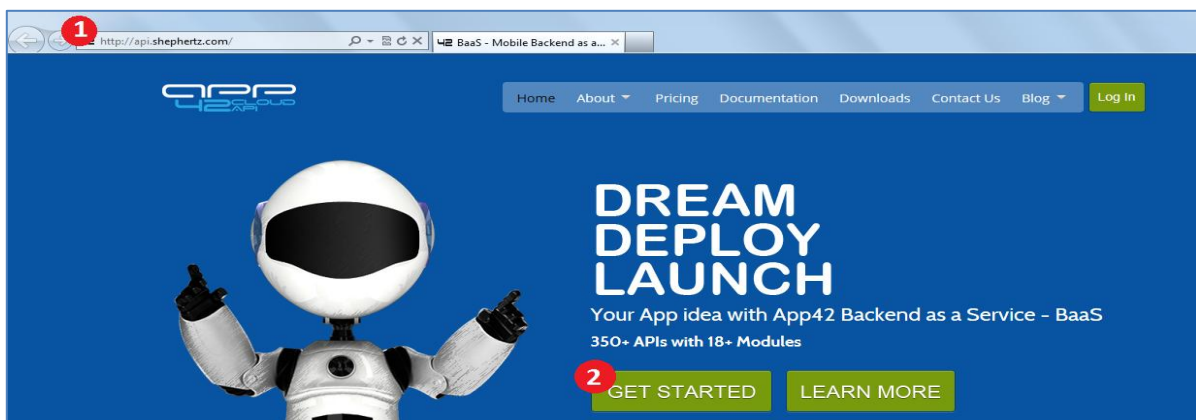
J2ME

SDK Tutorial

Welcome to App42 Cloud API, one stop shop for complete Backend as a Service (BaaS) solution for App developers!

Here are the steps to help you get started with your J2ME SDK to be integrated with your App.

1. Go To <http://api.shephertz.com>.
2. Click on **Get Started** button.



3. **Login with Github** account.
OR
4. Create your App42 account by providing us your contact information. It just takes few seconds.
5. Enter your details and click **Register** button.

6. On successful registration, a demo App will be created and apiKey and secretKey for the same will be generated. Intention of demo App is to make user experience seamless to use the APIs.
7. Click the [Download here](#) link.

Registration successful!

Welcome to App42! A demo App has been created for you whose credentials are mentioned below. A welcome mail has also been sent to your registered email id.

You can start making beautiful Apps with App42 cloud APIs by downloading SDK for language of your choice from our [download page](#).

You are also free to create one more new App with your choice of name.

You can also login to [AppHQ - App42 Management Console](#) to manage your Apps and services.

App Name	: App42DemoAppapp42User
Version	: 1.0
Type	: APP_MOBILE_CLOUD_API
Environment	: PRODUCTION
Developed by	: app42User@shephertz.com
API Key	: a056df36b9b9c80be5337eab1660da74f3f7d70db667a321a9150124bd1a025
Secret Key	: 9bcad1e8412d7b9a733702acb8c34ae452d8009a08890e91aede85269ccb6524
Description	: App Description
SDK Download Link	: Download here

OK

Ad Monetization

A step-by-step guide to mobile advertising
If you are familiar with digital marketing, mobile advertising is an easy transition.

inMOBI

8. From [Downloads](#), select the **J2ME** icon to download its SDK.

Downloads

App42 Cloud API's

Windows Phone	Android	iOS	J2ME
C#	Java	PHP	RUBY
REST	Grails Plugins	MonoTouch/ Monodroid	BlackBerry

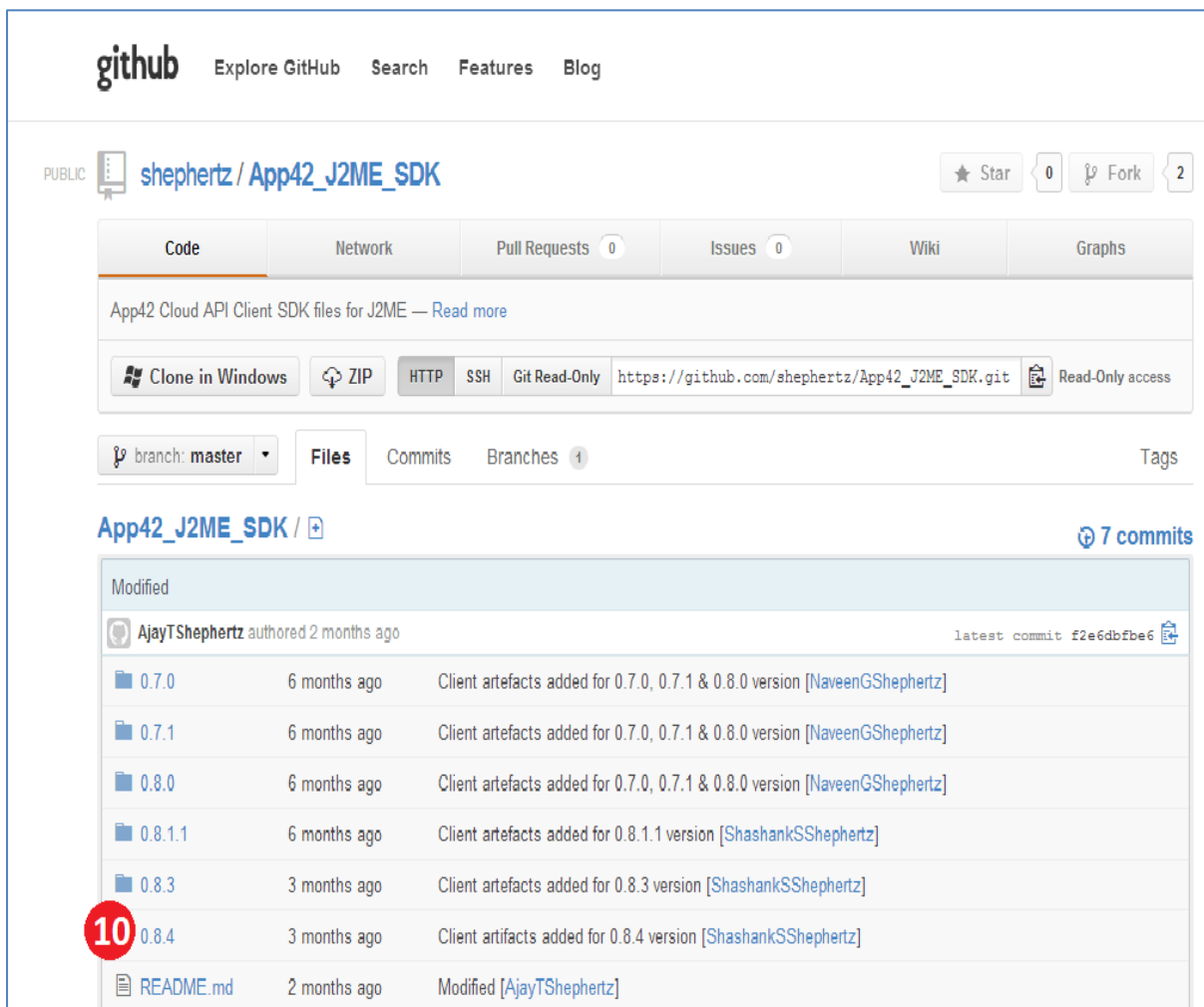
Ad Monetization

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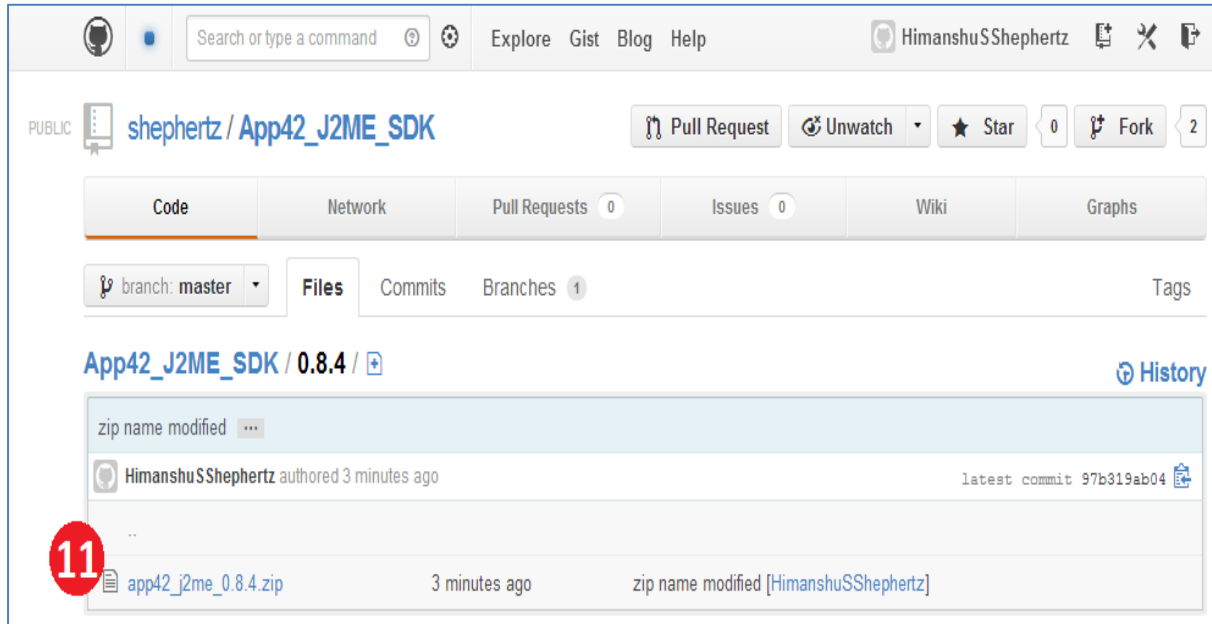
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9. Click on **Download** button.


10. Select the version of J2ME SDK to download.

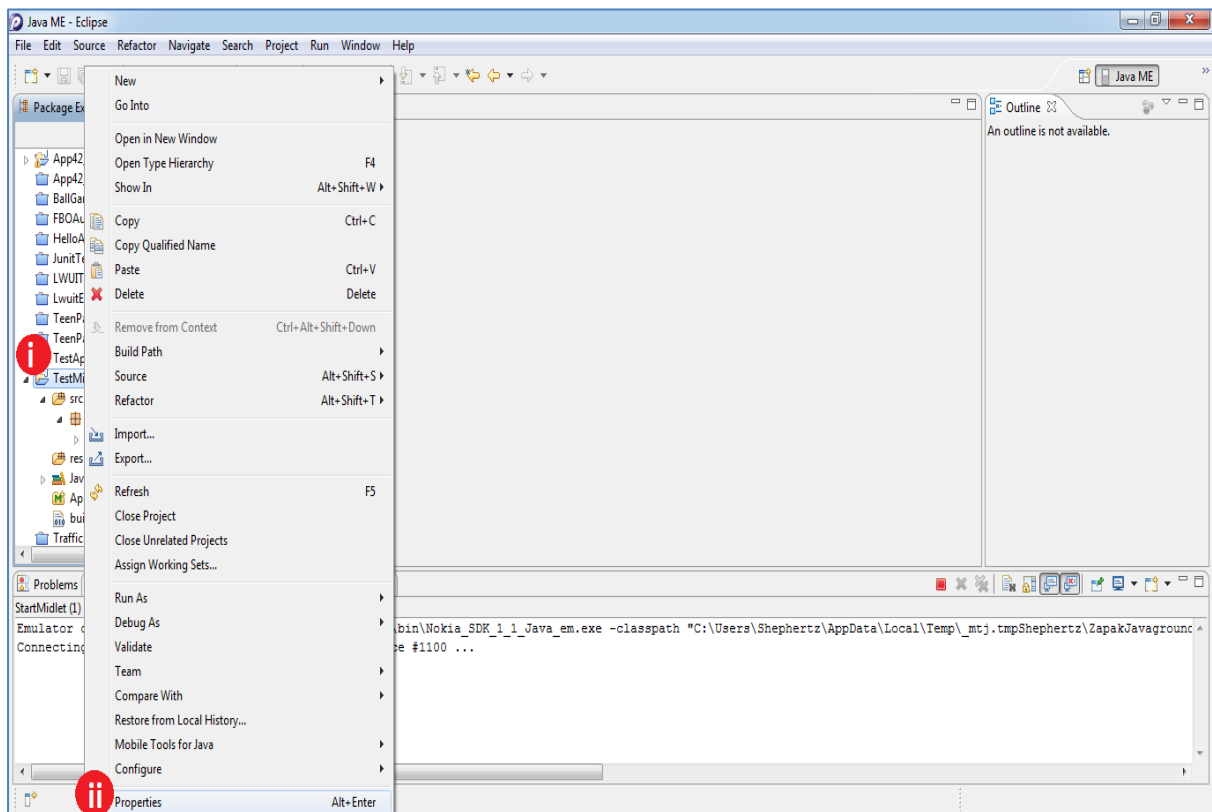


11. Save the SDK zip file and unzip on your local system. Unzip file will contain docs and sample folder which can be referred for detailed usage of SDK.

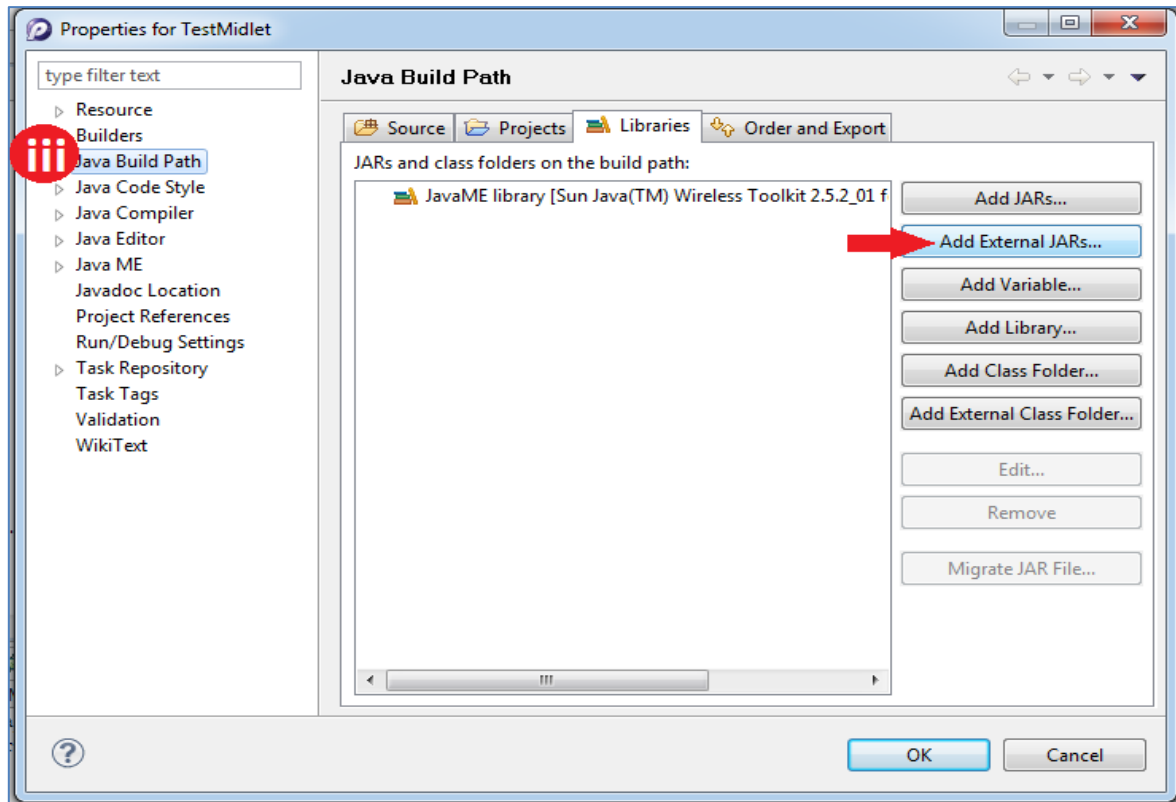


12. Integrate downloaded SDK with your J2ME Project:

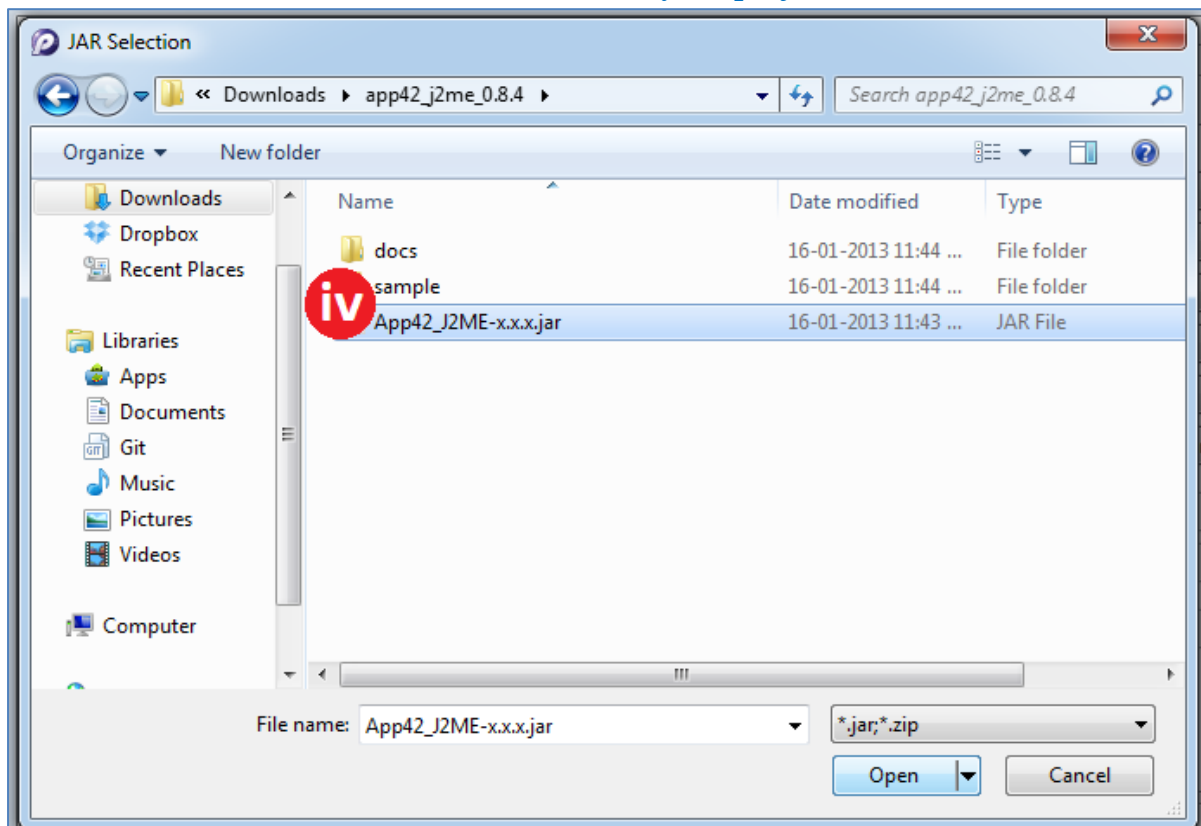
- i. Right click on the project.
- ii. Select **Properties**.



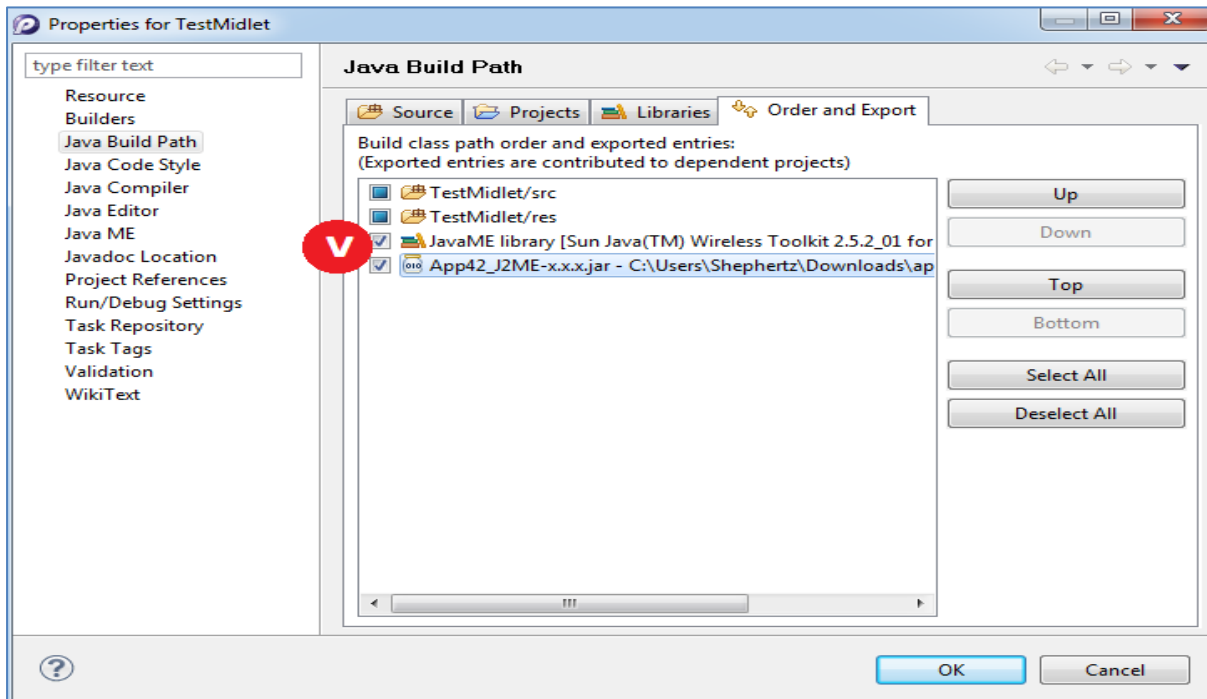
- iii. Select a Java Build Path from the dialog box appeared on your screen and click **Add External JARs** button.



- iv. Select the downloaded Jar to include in your project.



- v. Select the files contained in the JAR to add them into your project code's reference library.



- vi. Insert the following import statements in your project:

```
import com.shephertz.app42.paas.sdk.jme.ServiceAPI;
import com.shephertz.app42.paas.sdk.jme.user.User;
import com.shephertz.app42.paas.sdk.jme.user.UserService;
```

- vii. Find the sample code as mentioned below:

```
String userName = "Nick";
String pwd = "*****";
String emailId = "nick@shephertz.com";

ServiceAPI api = new ServiceAPI("<API_KEY>", "<SECRET_KEY>");
UserService userService = api.buildUserService();

User user = userService.createUser(userName, pwd, emailId);
String jsonResponse = user.toString();
```

- viii. Build your project and run.

Log in to [App42 Management Console- AppHQ](#) to manage your Apps.

Refer to our [Documentation](#) for other language specific Quick Guides.

For any queries, write to us at: support@shephertz.com.

