

Binary 4 Java  
**Binary for Java Project**

XML Data Encoding / Decoding Tool for Java MIDP/DOJA

*ExpWay & Pastagames, july-november 2004*

Binary 4 Java  
**User Side**

**Using the B4J Tool:**  
*Who, Why, How*

# Binary 4 Java In Brief

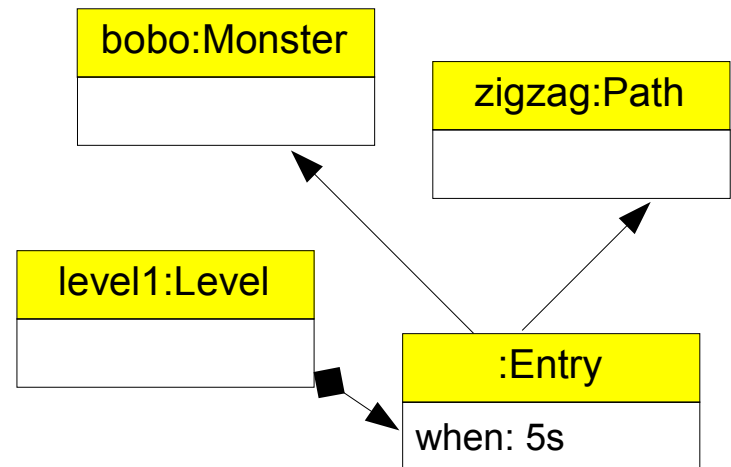
XML

```
<game>
  <monsters> ...
  <paths> ...
  <levels> ...
</game>
```



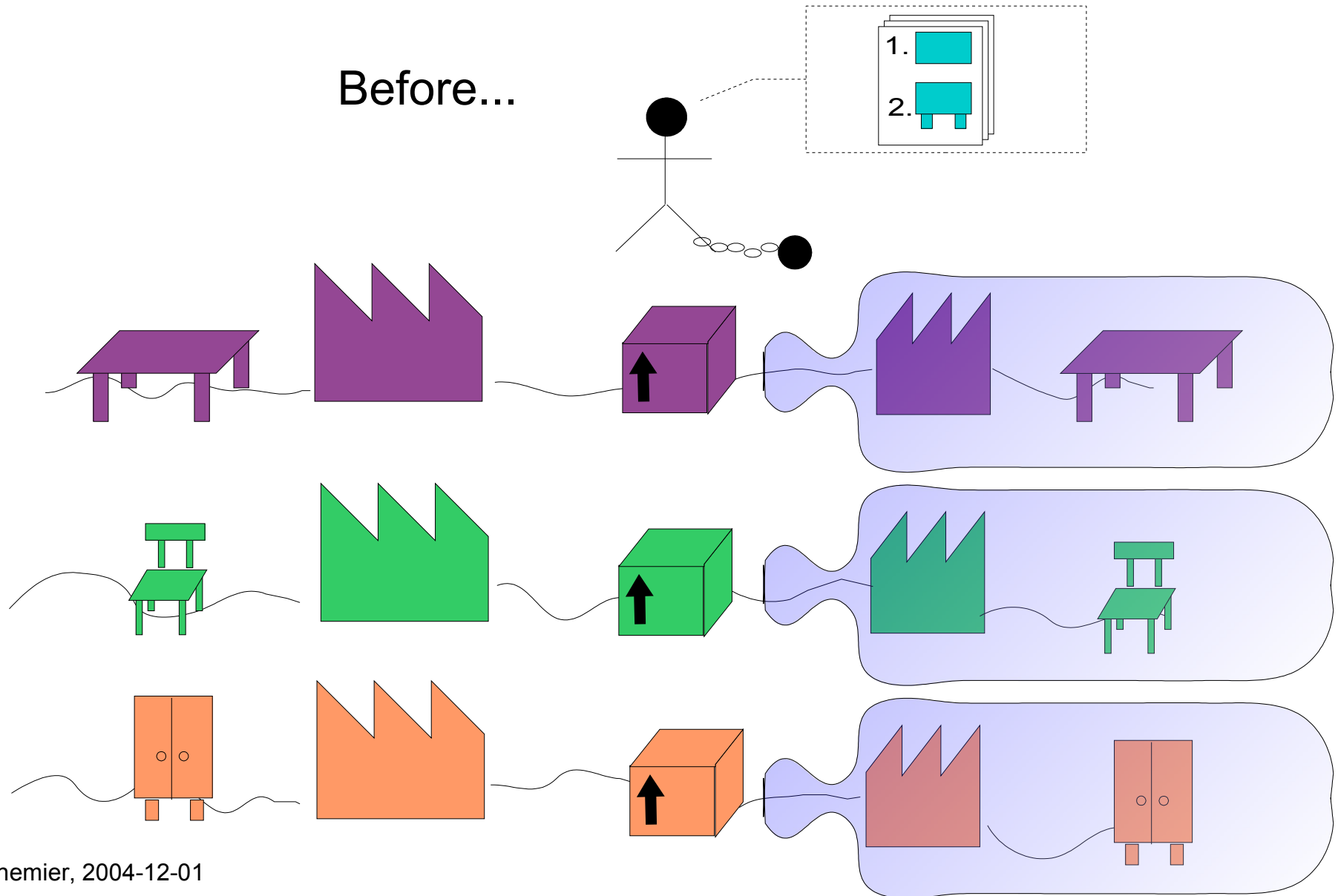
**NEED**

Java



# Binary 4 Java

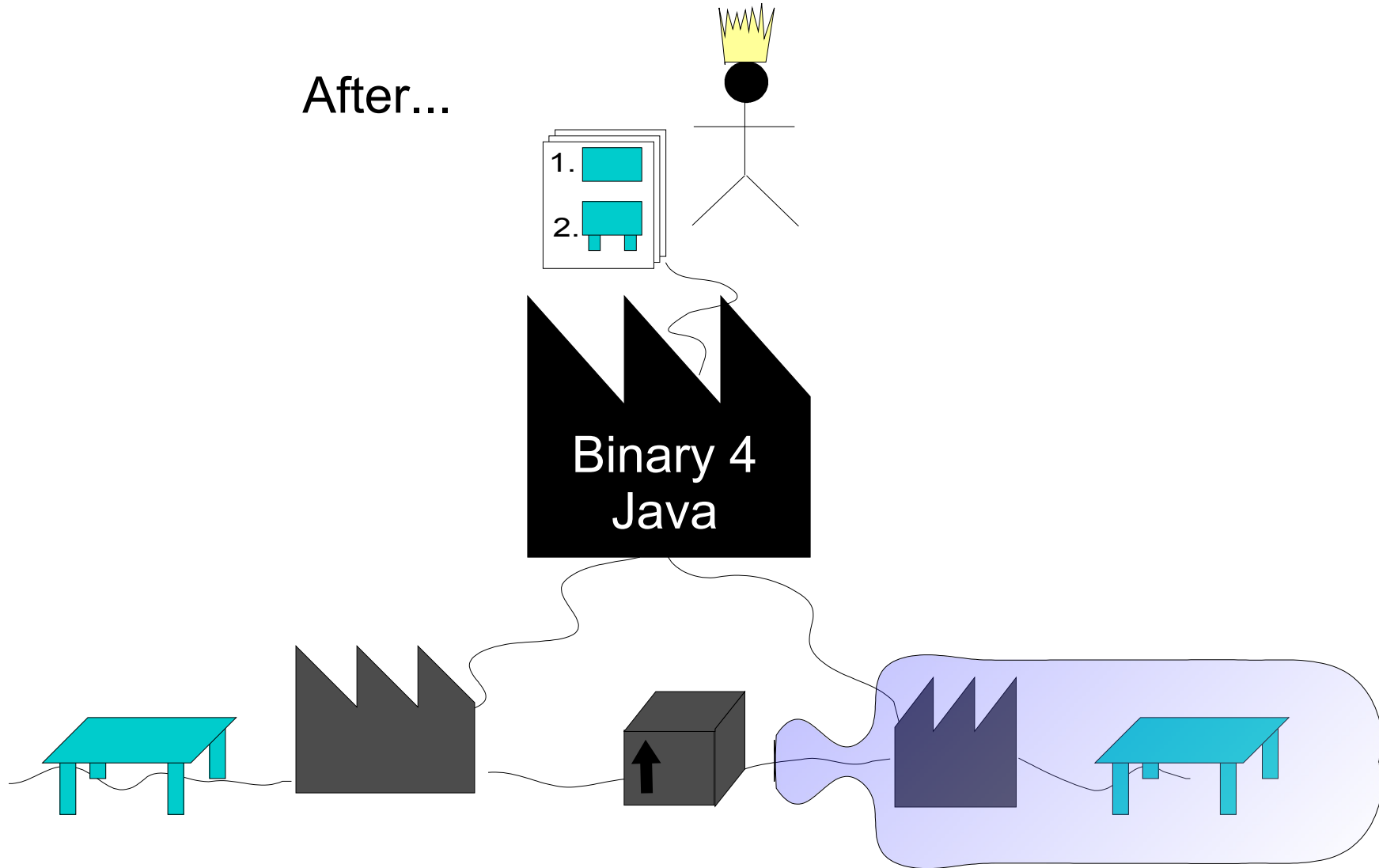
## User Metaphor (1/2)



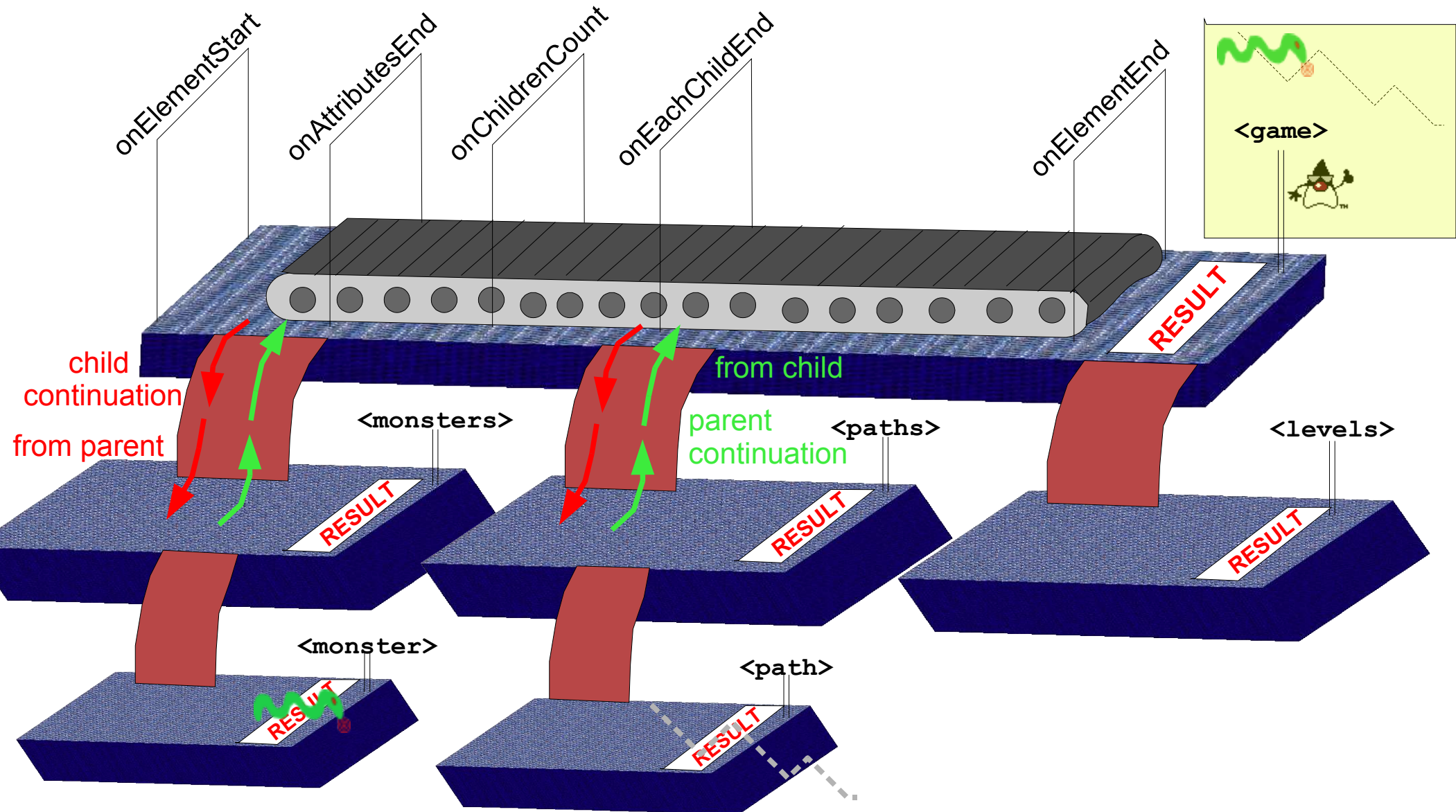
# Binary 4 Java

## User Metaphor (2/2)

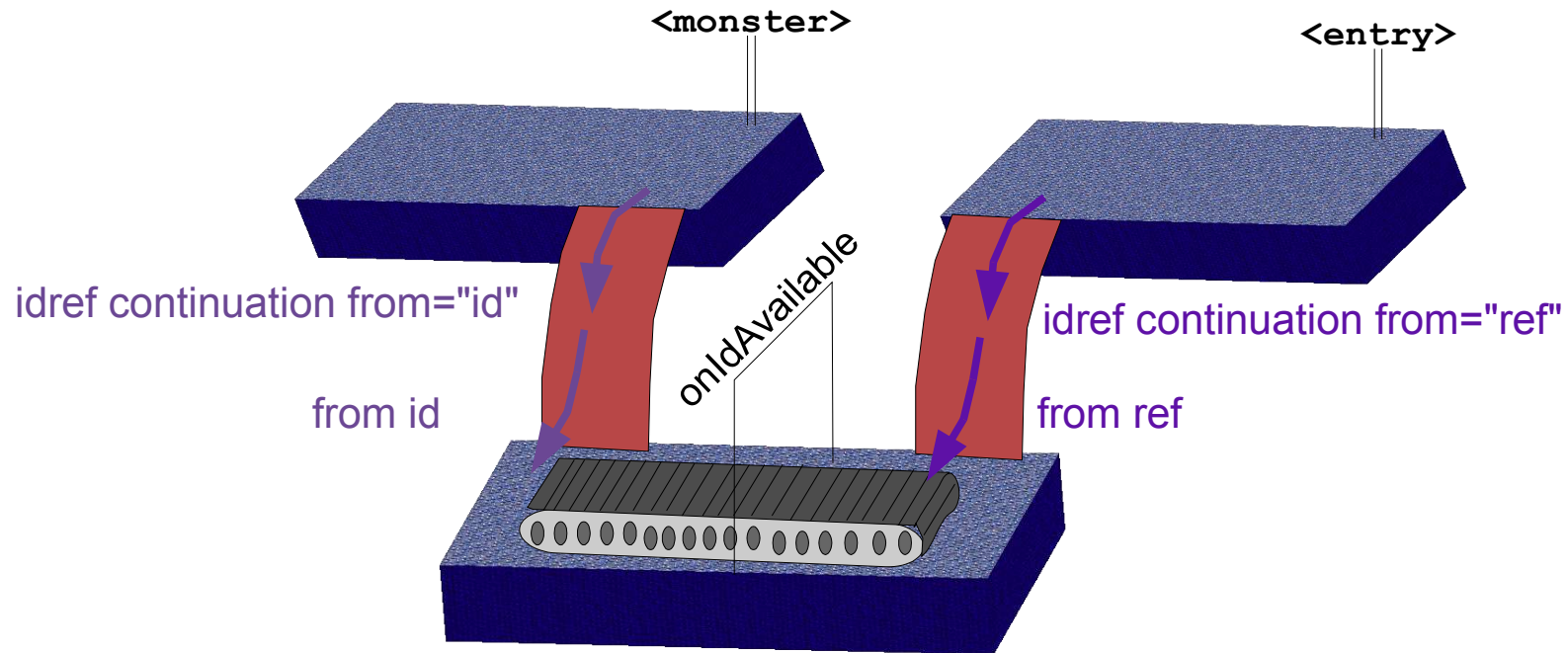
After...



# Binary 4 Java Inside the Factory



# Binary 4 Java Bonus Tools



## Bonus Pack: id/ref resolution

Power Pack!

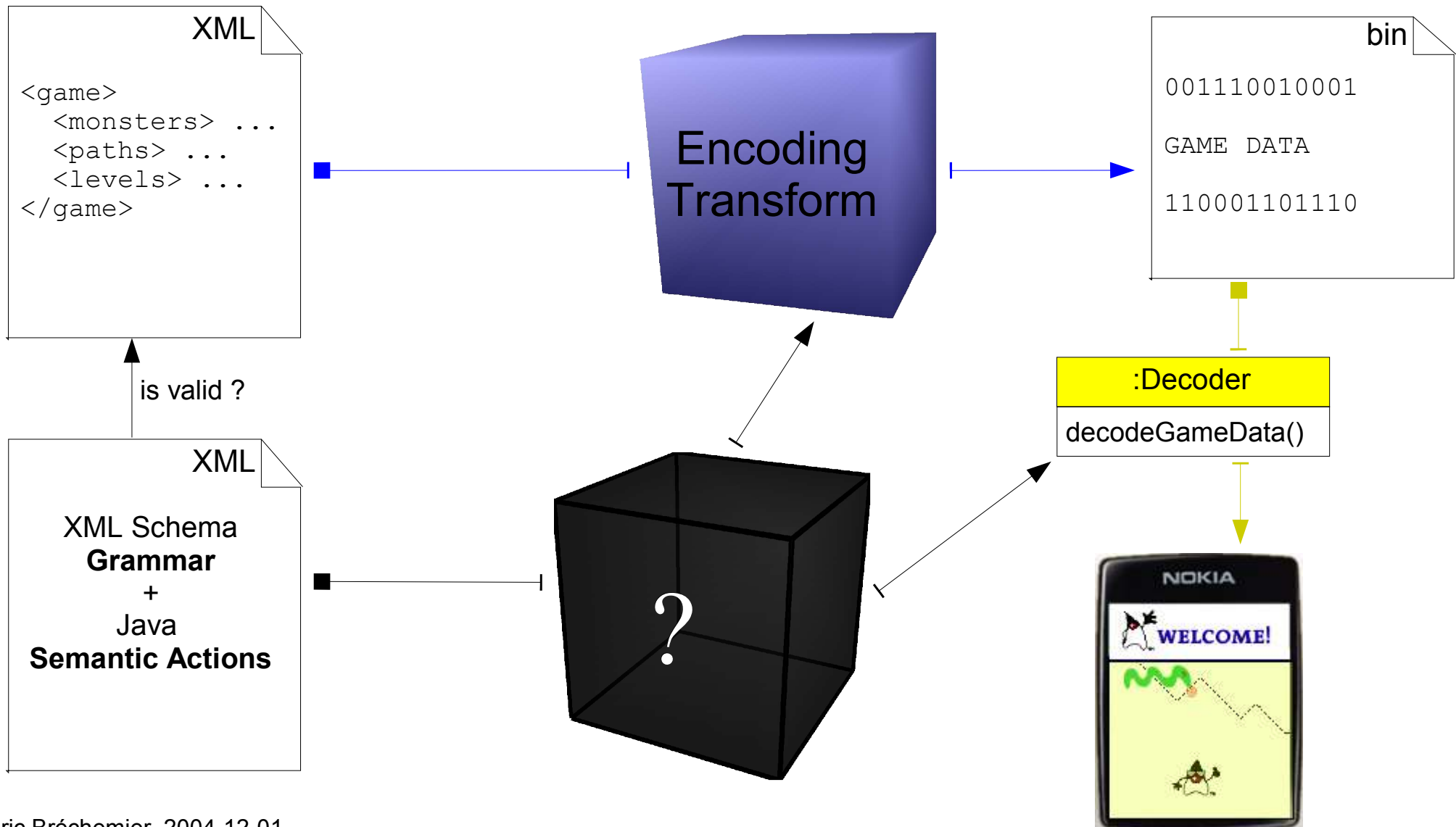
Binary 4 Java

Binary 4 Java  
**Tool Developer Side**

**Understanding the B4J Tool:**  
*Developer Perspective*

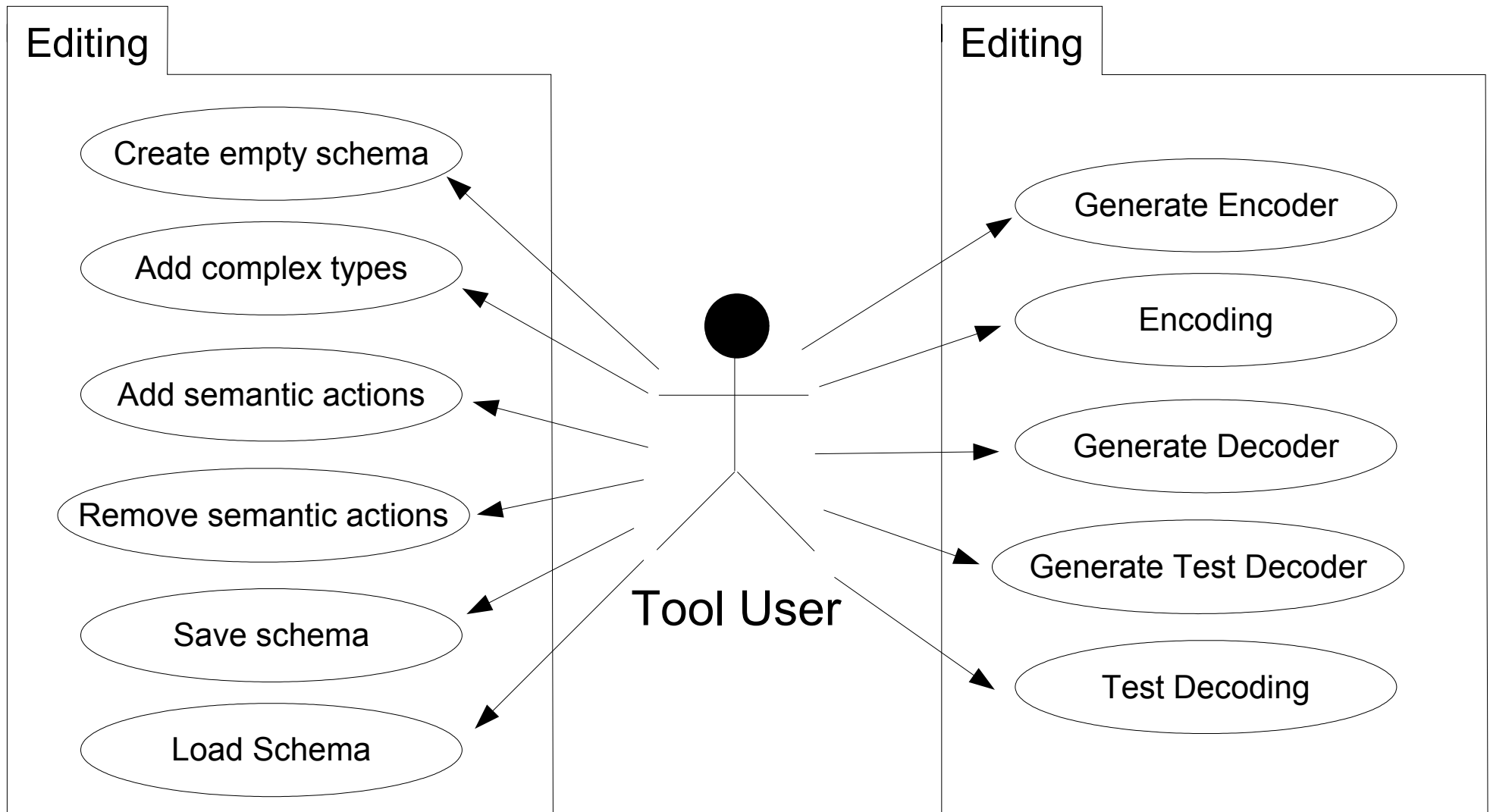


# Binary 4 Java Use Case (1/2)

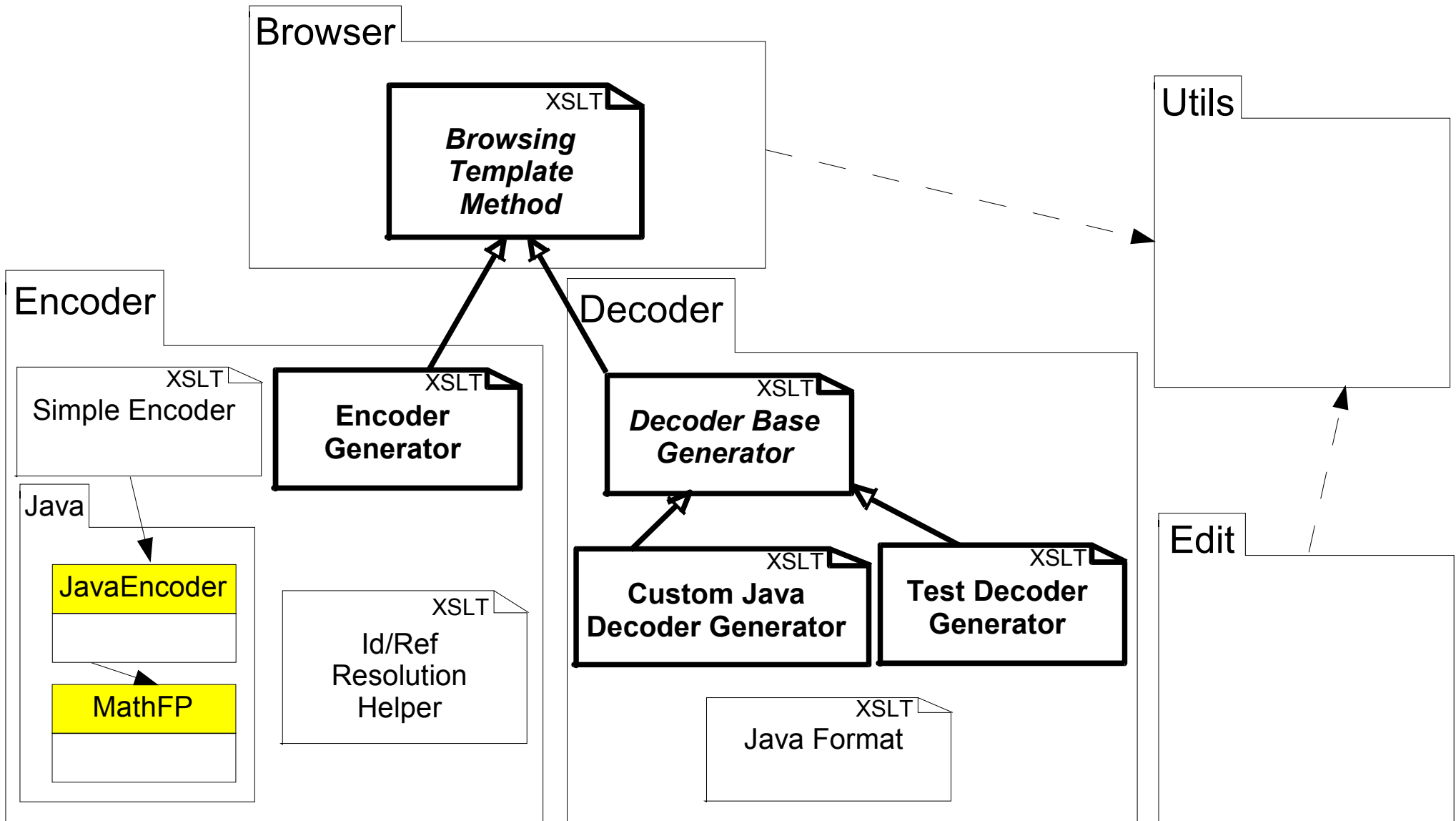


# Binary 4 Java

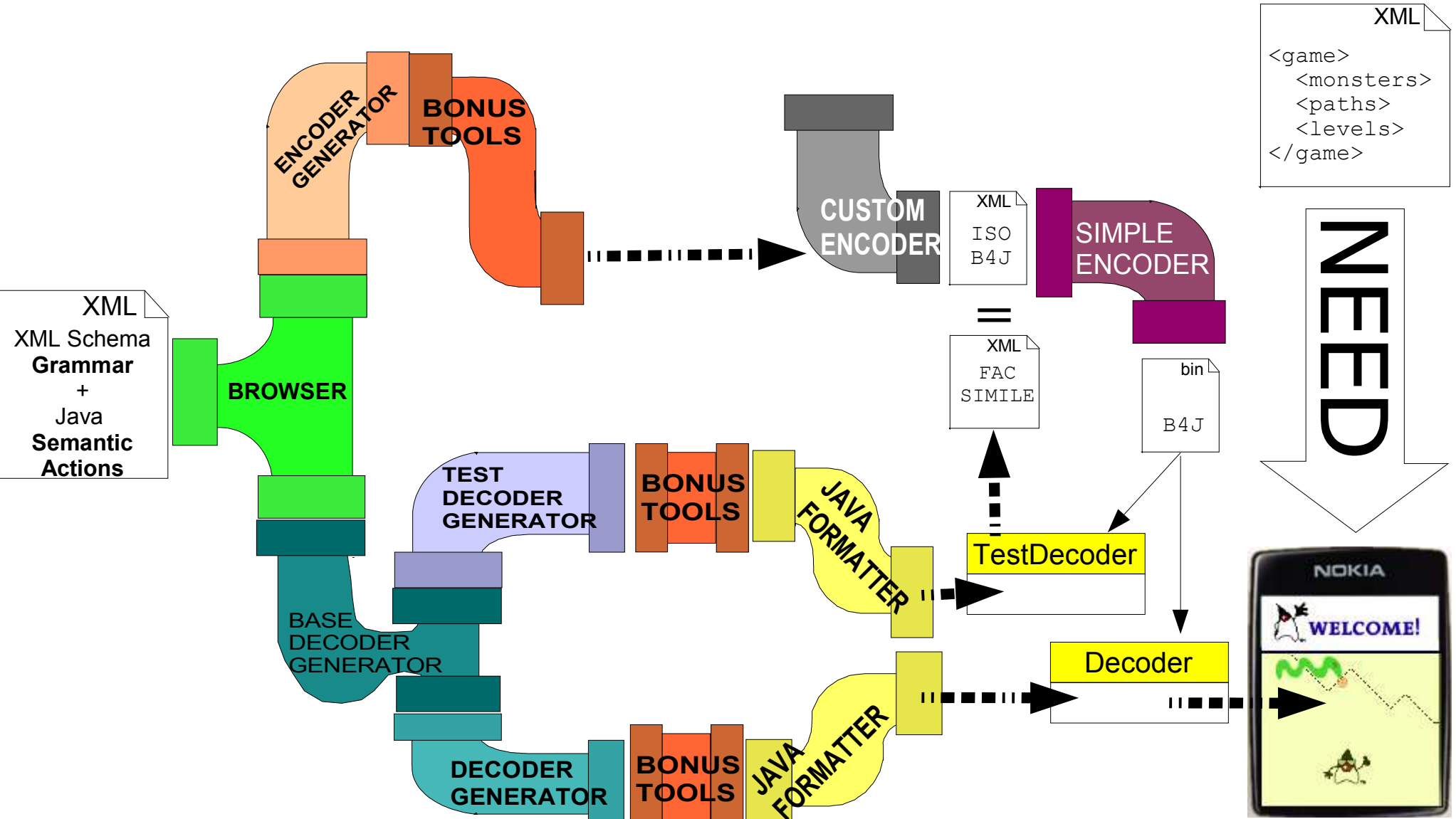
## Use Case (2/2)



# Binary 4 Java Tool Architecture



# Binary 4 Java Data Transformations



```
XML
<game>
  <monsters>
  <paths>
  <levels>
</game>
```

**NEED**

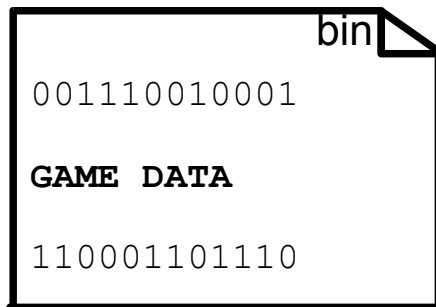
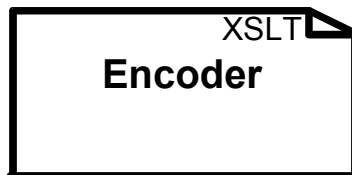


# Binary 4 Java

## Result Files

Output

Encoder



Decoder

Java

CustomDecoder

TestDecoder

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**Thank You!**

Your Questions

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