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Chapter 5: Data structures and memory management on mobile devices

BlackBerry® smartphones use a runtime store as a central location in which BlackBerry Java applications can share runtime objects. The chapter explores how to retrieve a RuntimeStore instance, how to add and retrieve objects from the runtime store, and how to use the runtime store for interprocess communication.
5.1 Communicate with other applications

In this exercise, you will write applications that use the runtime store to communicate with each other. You will use the runtime store to obtain an instance of an autonomous background thread and determine its status (paused or running).

1. Open `Runtime_example_1.zip`.
2. In the IDE, open the `runtimestore_example.jdw` workspace,
3. Open the `RuntimeStoreExample.java` source file.
4. Open the `RuntimeStoreExampleThread.java` source file.
5. Open the `RuntimeStoreExampleAutorun.java` source file.
6. In the `RuntimeStoreExampleAutorun.java`, add code to the main method to create and start a `RuntimeStoreExampleThread` instance.
7. In `RuntimeStoreExample.java`, add code to the constructor to retrieve a `RuntimeStoreExampleThread` object from the runtime store.
8. In `RuntimeStoreExampleThread.java`, update the createInstance to retrieve a `RuntimeStoreExampleThread` object from the runtime store. *(Hint: Use the ID constant to identify the object. If the object does not already exist in the runtime store, create an object and add it).*
9. Set project properties so that the `runtimestore_example_autorun` project starts automatically, and the `runtimestore_example_library` project is a library on which the other two projects depend.
10. Build and run the application.
11. Use the BlackBerry Smartphone Simulator to verify that your application functions properly.