

基于 Java ME 无线网络移动端的俄罗斯方块游戏的实现

摘要

在经典游戏当中，俄罗斯方块陪伴了很多很多人度过童年时光，甚至到今天这款游戏仍是人们休闲娱乐的首选，除此之外，从编程的角度来分析，它也是面向对象编程思想当中的经典，备受编程相关人员的研究。通过对面向对象编程语言的分析，不仅类型多样，而且均能够从编程的角度来实现。本文在研究俄罗斯方块游戏的过程中，在 Java ME 平台的基础上建立的无线网络移动端游戏，即以无线网络终端为运行环境，通过 Java ME Wireless Toolkit(WTK)开发包工具实现俄罗斯方块游戏的运行，本文在叙述的初期，对无线网络移动系统开发工作展开全面的分析，着重分析其开发语言和环境，并对其实施对比，根据比较结果，阐述本文基于 Java ME Wireless Toolkit 的意义，并进行详细叙述。同时，对具体的打包方式进行了演示，通过 WTK 和 JAR 包后形成混淆包。在无线网络移动端程序开发生命周期的基础上完成系统设计，如 startApp、pauseApp 及 destroyApp 等。采用划分模块的方式对设计工作按照难易程度、规则及方块处理等进行划分。除此之外，还对俄罗斯方块游戏设计的基础、具体规则及表现出来的特征进行分析。进而展现本文在无线移动网络移动端基础上设计和开发游戏的全过程。

[关键词]：俄罗斯方块；Java ME； 应用程序； Swing 组件

Abstract

Among the classic games, Tetris has accompanied many people through their childhood. Even today, this game is still the first choice for people's leisure and entertainment. In addition, from the perspective of programming, it is also the classic of object-oriented programming, which has been studied by relevant programming personnel. Through the analysis of object-oriented programming language, not only the types are diverse, but also can be realized from the perspective of programming. In the process of researching Tetris game, the mobile game of wireless network is established on the basis of Java ME platform, that is, taking wireless network terminal as running environment, through Java ME wireless Toolkit (WTK) development kit tool to realize the operation of Tetris game. At the beginning of the description, this paper makes a comprehensive analysis on the development of wireless network mobile system, focusing on the analysis of its development language and environment, and its implementation comparison. According to the comparison results, this paper expounds the significance of this paper based on Java ME wireless toolkit, and makes a detailed description. At the same time, the specific packaging method is demonstrated, and the confusion package is formed by WTK and jar package. Based on the development life cycle of wireless network mobile terminal program, the system design is completed, such as startapp, pauseapp and destroyapp. The design work is divided into modules according to the difficulty, rules and block processing. In addition, it also analyzes the basis, specific rules and characteristics of Tetris game design. And then show the whole process of game design and development based on the mobile terminal of wireless mobile network.

[Keywords]: Tetris; Java; application; swing component

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