

Symbian OS

Challenge
(Working with Descriptors 1+2)

Disclaimer

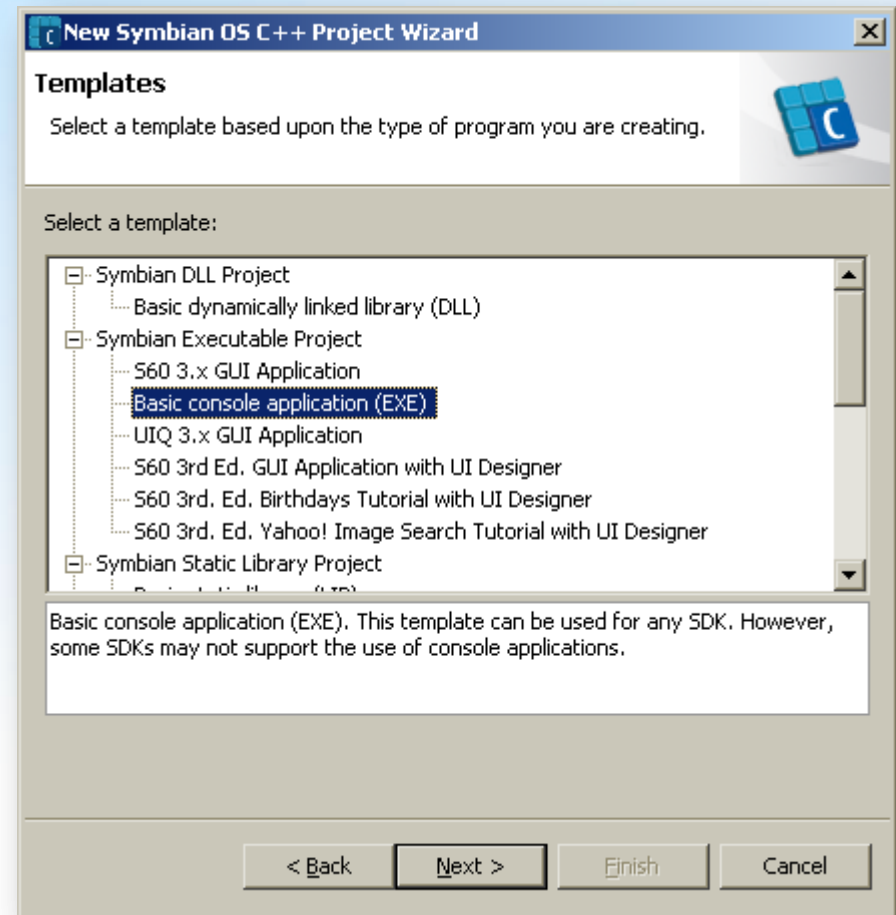
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Console Applications

- **Differences to UI apps:**
 - Only text output is possible – no menus, icons, dialogs, ...
 - Can not be executed on the device so easily
 - Have to create own CleanupStack and Active Scheduler (required for Memory Management, Asynchronous functions)
 - No Application Information- (.aif) and resource files (.rsc)
- **Advantage:**
 - Easier to work with for the beginning
 - Shorter start-up time (!)

Creating an application

- File → New... → Symbian OS C++ Project
- Symbian Executable Project → Basic console application (EXE)
- Use **S60 2nd Ed. FP3-SDK** or configure **3rd Ed. SDK** according to instructions in the “Console Applications”-part



Executing



- Generated “Hello World”:
 - Creates Active Scheduler
 - Creates CleanupStack
 - Macros to check memory status (finds memory leaks)
 - Put your own code into MainL()

Importing Start Code

- Download the source .cpp-file
- Replace MainL() in your project with MainL() from demo file
- Work your way through the steps