

ABSTRACT

BREW (Binary Runtime Environment for Wireless) is a technology that was created and developed by Qualcomm, a multinational company that produce telecommunication products, that is used for developing application on CDMA handset. The limitations of the application content on low-end CDMA handsets that seem unable to run various applications like high-end handset with BREW makes the best solution to overcome the shortage.

This final project contains about designing and implementating a music player application named “BrewMP3” on BREW platform, functionality needs analysis, memory usage, and maximum sound quality. This application is implemented on ZTE C261 handset.

Applications that is used for build this application are Microsoft Visual Studio 2005 for script writing, BREW SDK 3.1.5 for program simulating and API source, BREW SDK Tools 1.1.1 SP02, ARM Developer Suite v1.2 for language converting, and QPST for program implementating.

Based on the results of interfaces test, BrewMP3 is declared free from key error function. Based on questionnaires with 30 correspondents that used a mobile mp3 player, the advantages of BrewMP3 is ID3 writing, lyric viewing, file deleting, and file renaming. In addition, the maximum sound quality that given by BrewMP3 using ZTE C261 handset and headset is located at 224 kbps bitrate. The memory usage of BrewMP3 is 2050 Bytes on standby and 3551 when playback is running.

Keywords : BREW, mp3, player, simulation, implementation