CS371M - Mobile Computing

Class Intro

Teaching Staff

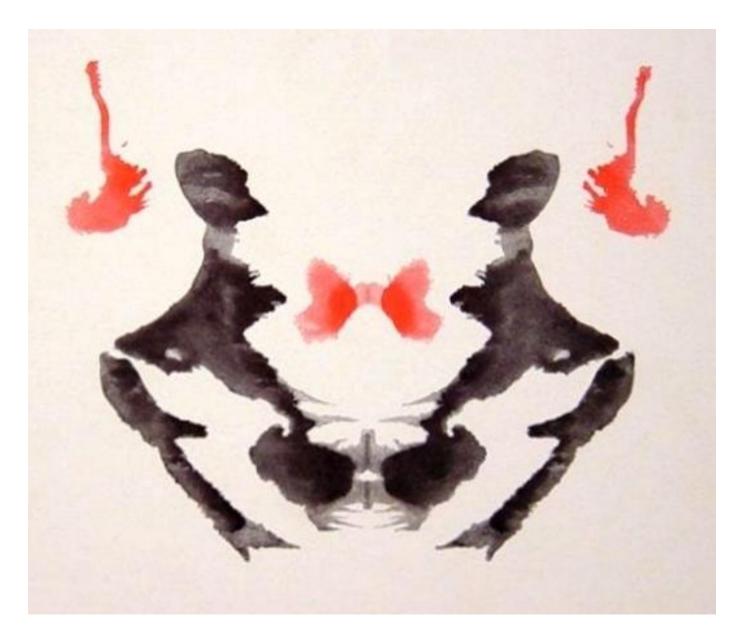
- Mike Scott
 - Lecturer
 - UT since 2000
 - <u>scottm@cs.utexas.edu</u>
 - office hours MWTh 1-2 pm, GDC 6.304
 - TA: Michael Nguyen lab hours,

The Course

- Mobile computing with focus on application development for the Android operating system
- Large, self-selected project with 3 students



Mobile Computing is ...



Mobile Computing is ...

Click a course number to see a list of classes.

Course Number Title

C S 371M	MOBILE COMPUTING
C S 378	MOBILE NEWS APP DESIGN
C S 378	IOS MOBILE COMPUTING
INF 385T	MOBILE INTERACTION DESIGN
J 339G	MOBILE NEWS APP DESIGN
J 349T	NEWS FOR A MOBILE AUDIENCE
J 395	MOBILE NEWS APP DESIGN
J 395	NEWS FOR A MOBILE AUDIENCE
MIS 373	24-MOBILE APPS & WEB SERVICES
C S 356R	INTRO TO WIRELESS NETWORKS
CSD 396C	ADVANCED AMPLIFYING SYSTEMS
E E 360K	INTRO TO DIGITAL COMMUNICATNS
E E 381K	11-WIRELESS COMMUNICATIONS

Clicker Question

- Have you ever written an Android App?
- A. yes
- B. no
- Have you ever written an iOS App?
- A. yes
- B. no
- Have you ever published an app on Google Play or the Apple app store?
- A. yes
- B. no

NDR = No Device Required

- Android application development in Java using Android Studio
- Emulator part of development environment

limitations

- dev phones and tablets available for check out
- wireless access only





Work Products

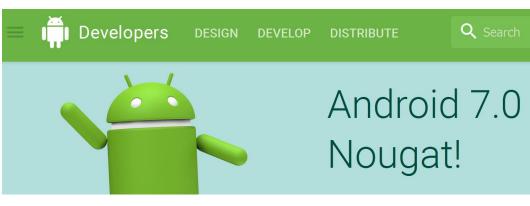
- Tutorials
 - step by step guide to creating a small application
 - tic tac toe
- Individual assignments
 - mostly written
- Project
 - design and implement an app and *hopefully* publish it on Google Play
 - broken into various milestones
 - 3 students per project
- Point break down on syllabus

Posters and Demos

- In class poster days 7/20 and 7/21
- Group demo last two days of class

Resources

Google's Android
 Development website



- Commonwares
 - The Busy Coder's Guide to Android Development



- StackOverflow for very specific questions
- Other tutorials??



Class Materials

• Syllabus, Schedule, and Resource Page

– www.cs.utexas.edu/~scottm/cs371m

- Assignments, tutorials, grades on Canvas
- Discussion group on Piazza
- Linux machines have development environment

 <u>strongly</u> recommend using your own system
- Tutorial 1 setting up dev environment on your own machine and using dev environment

– Hello Android!!

Course Material

- Working in a system
 - not just a stand alone application
- Heavy use of library / API
 - Primary language for Android is Java
- User Interfaces and XML
 - ever create an anonymous inner class in Java?
- Location and Sensing
- Responsiveness
- Graphics and Events
- Gestures
- data bases / SQLite



UTCS Labmap

Aaron Stolarz, Anu Srivastava, Fionnuala Gunter - July 17, 2012 Productivity



**** (214)



MoonStocks

Wooden Computers - December 15, 2012 Arcade & Action

Install	Add to Wishlist	



Description

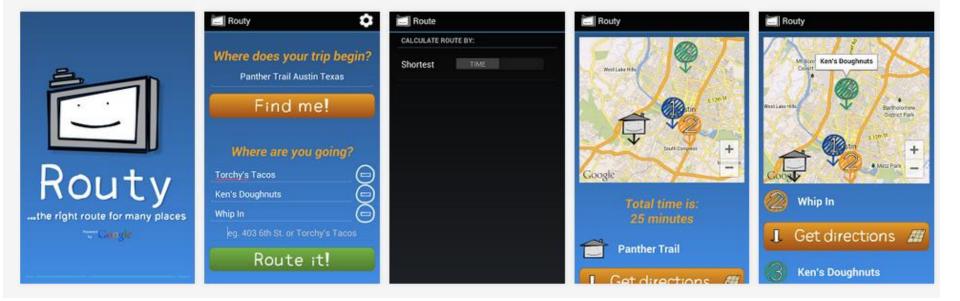
You are a stock-trading robot whose autonomy depends on maintaining a high ratethat is playing. Features: Entirely free to play! Several news articles outlining the events leading up to the opening of the Lunar Mar More than ten different songs! You are a robot! Over 12 different buttons to press! Sparkles. Developed by Jeff Meyerson, Josh Stewart, and Pong Tam

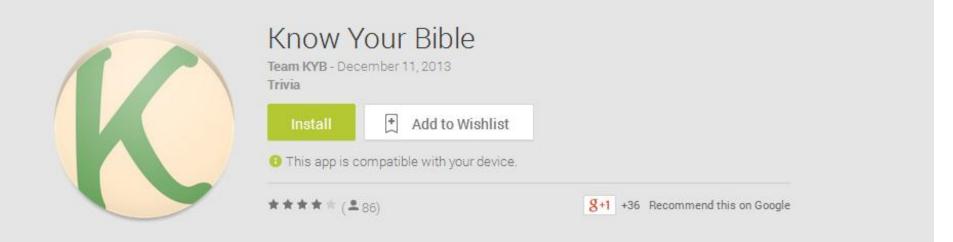


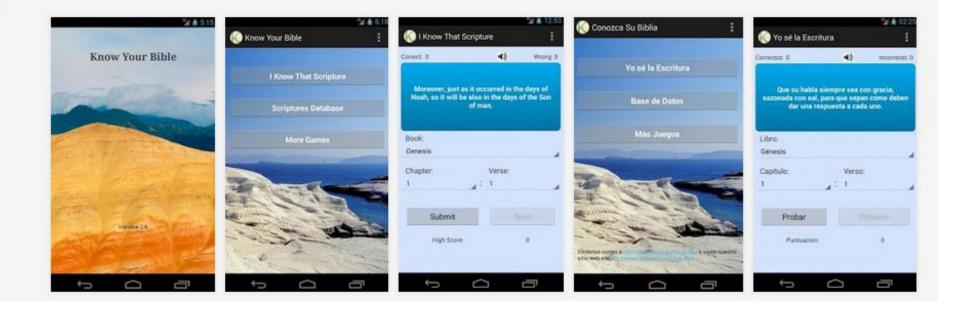
Routy

TWENTYTWOTEN - May 24, 2013 Travel & Local

Install	Add to Wishlist







Questions???

More Past Projects

- Uncommon Books
- Trace Me
- Android Army
- Austin Recycling
- Pulsar
- Austin Art Viewer