Mobile Computing
COMP2007L

Course Information

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University College Dublin
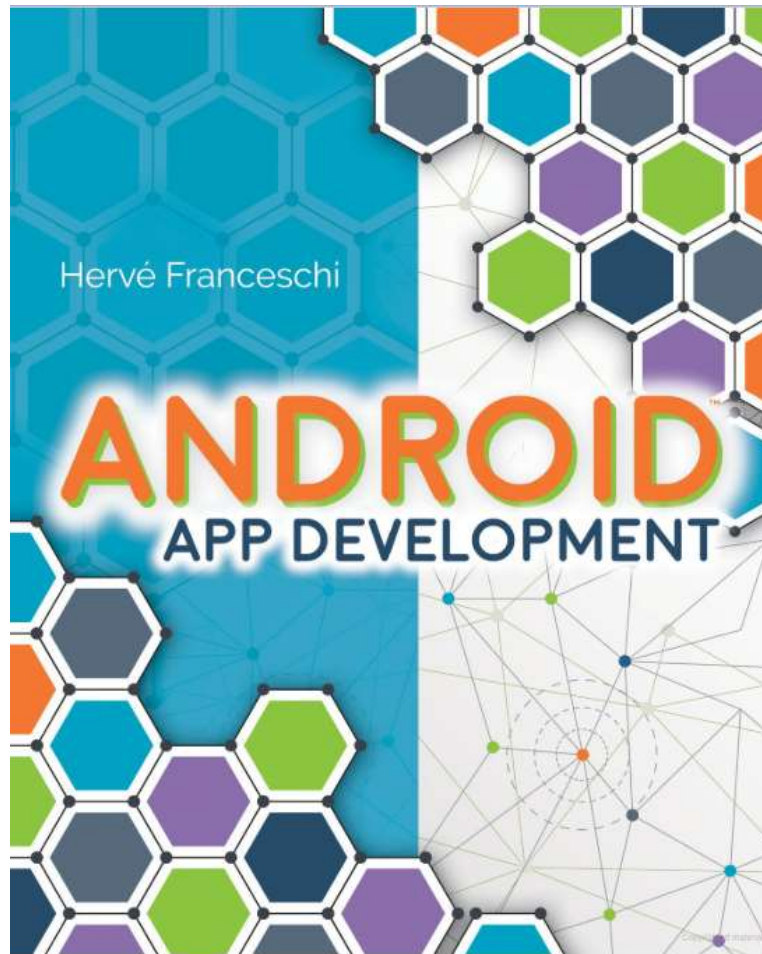
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Course Intensity

- This is a very practical course
- You should know (or be willing to learn) Java*
- You'll have to do several small practical, one individual assignment and one large group project.
- Exam at the end (2 hours) on September 1st 2019

Material Covered

(in no particular order)

- Platform Overview
- Internals, Security
- Activities, Intents, Layouts
- Resources, Storage
- Services, Content Providers
- Publishing Apps, Best Practices
- Software Licenses, Copyrights, Code Reuse
- Marketing and PR Recommendations
- Mobile Computing Design Philosophy
- Graphics on Android
- Advanced Graphics (Augmented Reality) on Android

Course book

ANDROID APP development
By Herve J. Franceschi

Moodle

- UCD computer Science uses Moodle
- So for this course CS moodle is where your notes are.
- https://csmoodle.ucd.ie
- Log on using your UCD connect account
  - Click on COMP2007L
    - And enrolment key is
  "android2019"

Overall Assessment

- 20% - Continuous assessment
  - 4 Practical's (2.5 each) and 1 assignment (10%)
- 40% - Exam at end of term
- 40% Group Project (Due September 6th)
  - 10% Presentation
  - 30% Application

Assignment & Project Submission

- Submit electronically via Moodle:

- Archive of the source code

- Pease use forum on Moodle to get help from myself and the TA's .

- Remember if you have a problem , probably someone else in the class has a similar problem.

Exam

- Designed to make sure your did write your project

- Not designed to trick you , it will be simple for anyone who did do their own work.

- It will 2 hours long

Project

- Project is worth 40%

- The project is to create an Android app through design to a reasonable minimum viable project that could or is placed on the Google Android play store.

- You do not have to place you APP on the play store .

- All projects will be group projects and there will 5 people per group.

- Smaller groups of 4 will be allowed if you cant find a 5th member.

- You will give a group presentation on day 4 (August 18th) which will account for 10% of your grade.

- Deadline for submission will be September 6th. The project should take each of you about 50 – 60 hours of work , so a team together should be putting in over 250 -300 hours combined.

Project Submission

- Submit electronically via CS Moodle:

- Archive of the source code

- 2 page program description

- Previous to this submission I will get you to write a project outline which you must get approved by me before starting your project

Project Assessment

- Apps are going to be evaluated for:
    - Novelty (0-10)
    - Usefulness/Entertainment (0-20)
    - Functionality (0-30)
    - Design (0-30)
    - Speed (0-10)

- Detailed evaluation guidelines and submission guideline is on the moodle.

Course Schedule

Date	Time	Content				
Day 1 (15th)	9:00 am to 5.00pm	Lecture	Lunch	Practical	Break	Lecture
Day 2 (16th)	9:00 am to 5.00pm	Lecture	Lunch	Practical	Break	Lecture
Day 3 (17th)	9:00 am to 5.00pm	Lecture	Lunch	Practical	Break	Practical
Day 4 (18th)	9:00 am to 5.00pm	Project outlines	Lunch	Project outlines	Break	Buffer
Breaks : 12 pm to 1pm and 2nd break 3:30pm-4:15pm Q&A official 9:00am- 9:15am						

Course Dates

- Day 1 Lectures 1 + 2+ 3   / Practical 1
- Day 2 Lectures 4+ 5+ 6   / Practical 2
- Day 3 Lectures 7 + 8 + 9   / Practical 3 / Practical 4
- Day 4 Projects Day - Presentations / Additional Help for Practical & Assignment and Q/A
- Assignment deadline - August 24th
- Exam on September 1st
- Project deadline will be September 6th

Communication

- All notifications will go to News Forum
- For all course-related discussions/questions, please use Discussion Forum so others can benefit from the QA as well
- TA's and myself will be available there regularly to answer your questions

Welcome to the course

- I hope we learn a lot!
- I hope we have fun!

ANY QUESTIONS??? -> add them to the Discussion Forum!