

# Mobile Application Development @wesreisz



# Introduction



# Agenda

- Who I am
- Syllabus
- Schedule
- Mobility Mindmap
- Android History
- Sample Android Application
- IDE
- PragProg 3 Pillars
- Intro to Version Control



# Mobility Overview



# Mobility Mindmap

- Flavors of Java
  - Android vs JavaME
- Mobile Platform Wars
- Native vs HTML5
- Cross Compilation Tools
- Fragmentation vs Walled Garden





TYPICAL  
IPHONE USER



HOW SHE SEES  
HERSELF



HOW SHE'S SEEN BY  
BLACKBERRY USERS



HOW SHE'S SEEN BY  
ANDROID USERS



TYPICAL  
ANDROID USER



HOW HE SEES  
HIMSELF



HOW HE'S SEEN BY  
IPHONE USERS



HOW HE'S SEEN BY  
BLACKBERRY USERS



TYPICAL  
BLACKBERRY USER



HOW HE SEES  
HIMSELF



HOW HE'S SEEN BY  
IPHONE USERS

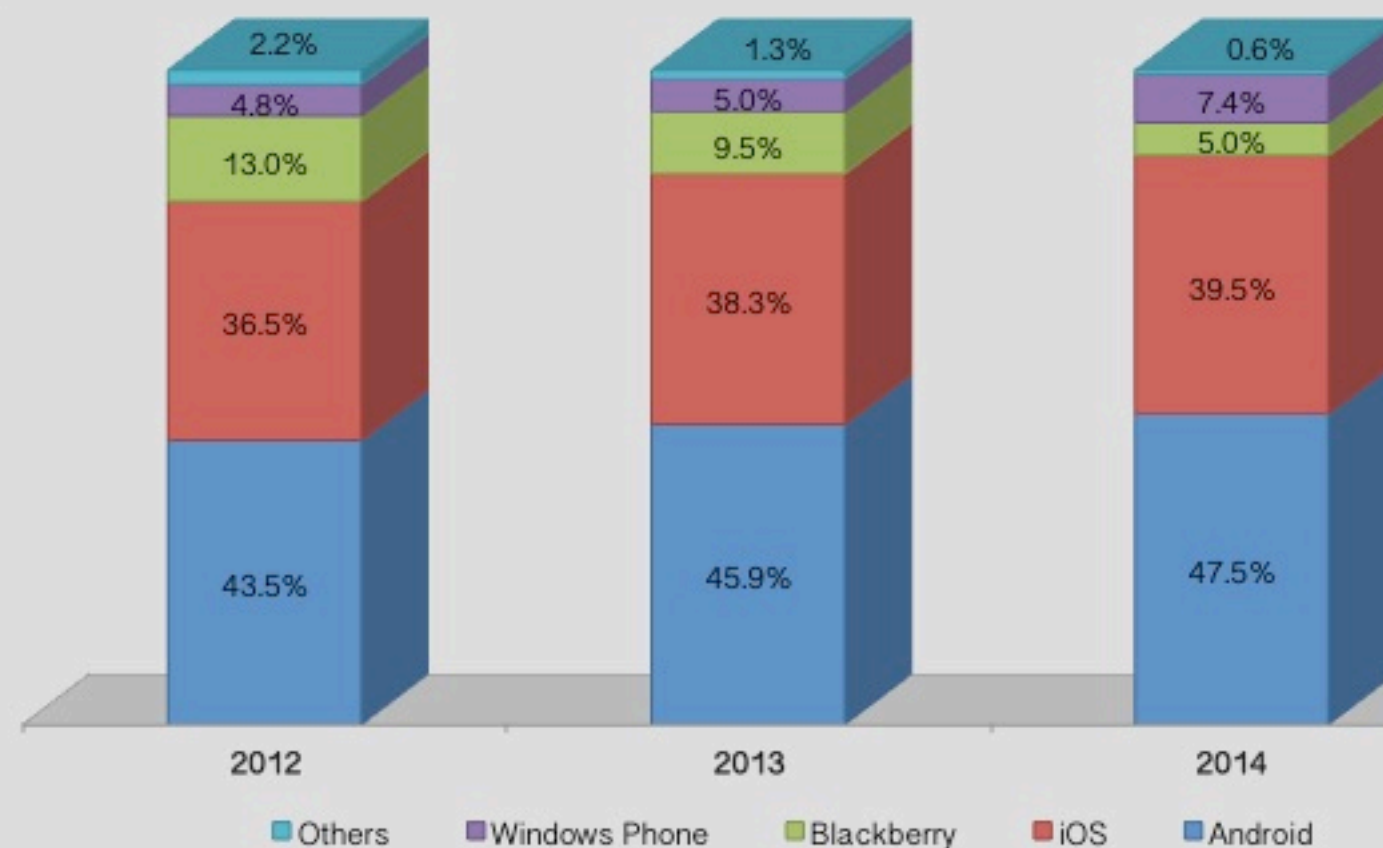


HOW HE'S SEEN BY  
ANDROID USERS



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## US SMARTPHONE USER SHARE , BY OS, 2012 -2014



### US Smartphone Users, by OS, 2011-2014

millions, % change and % of population

	2011	2012	2013	2014	CAGR
<b>Android</b>	<b>35.7</b>	<b>52.8</b>	<b>64.3</b>	<b>76.0</b>	<b>28.6%</b>
—% change	139.2%	47.8%	21.7%	18.2%	-
—% of population	11.5%	16.8%	20.3%	23.8%	-
<b>iOS</b>	<b>29.2</b>	<b>44.3</b>	<b>53.6</b>	<b>63.2</b>	<b>29.3%</b>
—% change	67.8%	51.5%	21.0%	17.8%	-
—% of population	9.4%	14.1%	16.9%	19.8%	-
<b>BlackBerry</b>	<b>18.6</b>	<b>15.8</b>	<b>13.3</b>	<b>11.8</b>	<b>-13.9%</b>
—% change	-0.6%	-15.0%	-15.7%	-11.1%	-
—% of population	6.0%	5.0%	4.2%	3.7%	-
<b>Windows Mobile</b>	<b>6.5</b>	<b>5.8</b>	<b>7.0</b>	<b>8.0</b>	<b>7.2%</b>
—% change	-5.1%	-10.3%	20.1%	14.2%	-
—% of population	2.1%	1.9%	2.2%	2.5%	-
<b>Other</b>	<b>2.8</b>	<b>2.7</b>	<b>1.8</b>	<b>1.0</b>	<b>-29.9%</b>
—% change	-36.1%	-4.1%	-31.9%	-47.3%	-
—% of population	0.9%	0.9%	0.6%	0.3%	-

Note: individuals of any age who own at least one smartphone and use the smartphone(s) at least once per month

Source: eMarketer, Aug 2013

161490

www.eMarketer.com



<http://www.dazeinfo.com/2013/09/11/google-inc-us-smartphone-market-2013-2014-ios-android/>

# Android History









<http://phandroid.com/2014/06/25/android-has-1-billion-active-users-in-the-past-30-days-and-other-interesting-numbers-from-io/>

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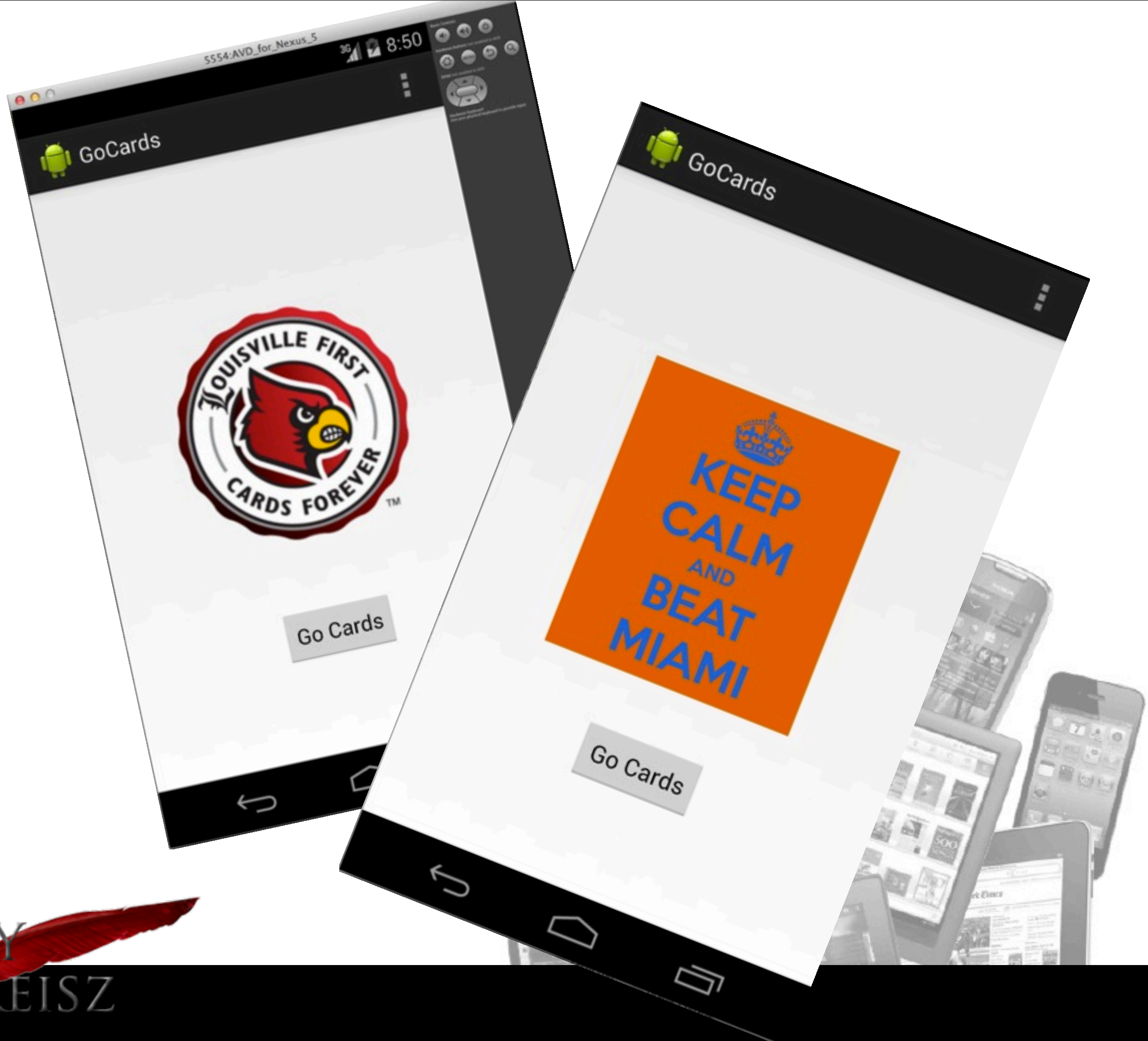




# Sample Application

(Demo)





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# IDE



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- Eclipse
  - Android Development Toolkit (ADT)
- IntelliJ
  - **Android Studio**



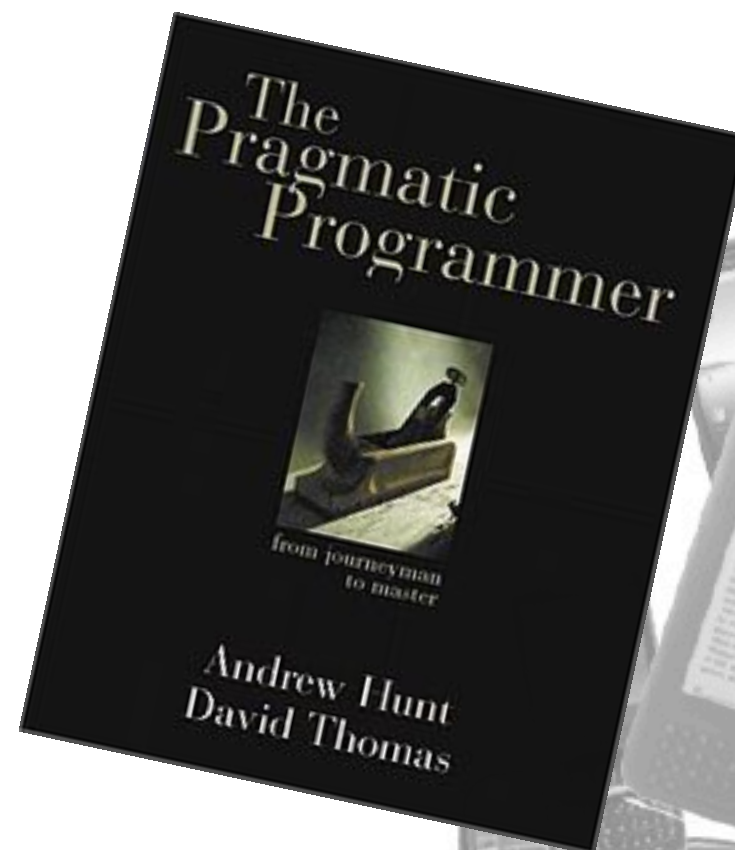
Few things to point out now:

- SDK Manager
- AVD Manager
- Running in an Emulator



# Three Pillars

(Pragmatic Programmers)





- Version Control (Git / GitHub)
- Automation (Gradle)
- Unit Testing



# Introduction to Version Control



# Introduction to Version Control

- Creating a GitHub Account
- Creating a GitHub Repository
- Connecting with Android Studio
- Uploading your Code
- GitHub for Windows and Commandline
- What to turn in



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# Homework



- Read!!!
  - ***If you want to work through Java Samples, you'll need an IDE either Eclipse Luna or IntelliJ CE***
- Install Java SE
  - SDK, NOT JRE...
- Install Android Studio
- Install GitHub for Windows (or...)

