Android Dev Kotlin

CS 402: Mobile Development

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Overview

Michael Ziray (zuhr-ay or Z-Ray is cool too)
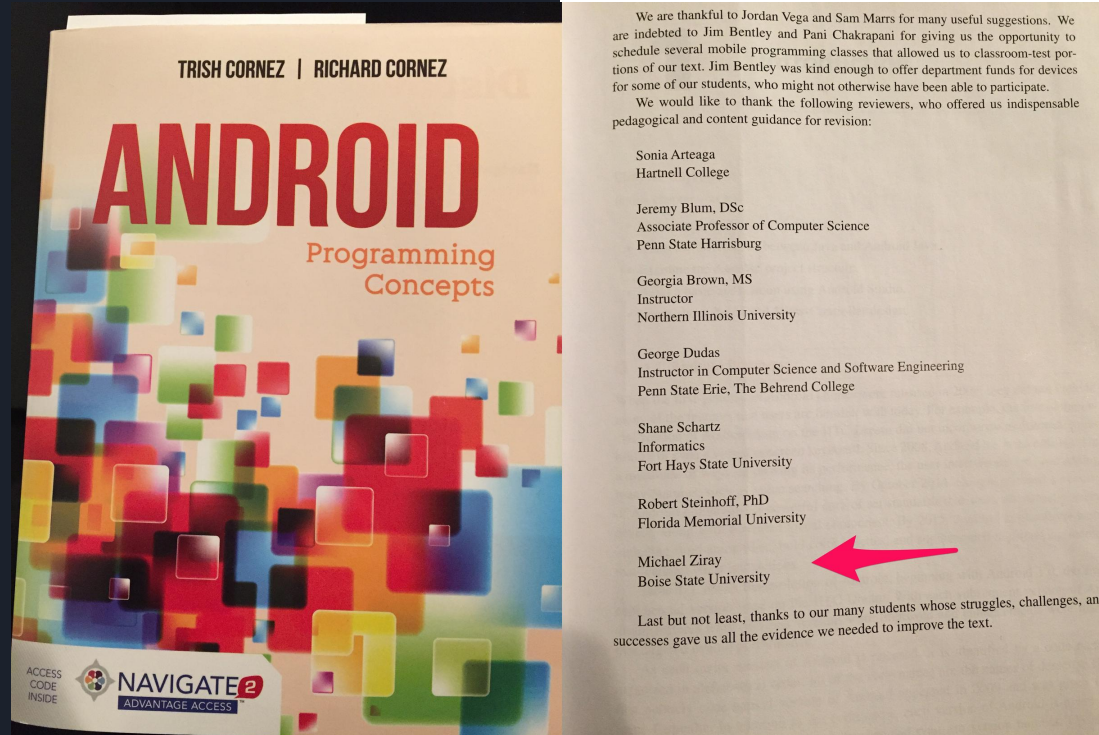
Developed over 40 mobile apps for iOS and Android

Acceptable names:

    Mike

    Mr. Ziray

    If you must: Professor or Professor Z

Android Credits

TRISH CORNEZ | RICHARD CORNEZ

ANDROID
Programming Concepts

ACCESS CODE INSIDE
NAVIGATE 2 ADVANTAGE ACCESS

Games!

2D/3D Game Development course
Summer I 2019

Other Interesting Facts

I soloed an airplane at 16

I hold a Dive Master SCUBA certification

I built a rock climbing wall in my garage

I renovated an entire house up from studs (with help of course)

Objectives

Develop Android-based mobile apps

Advise, consult and inform others (companies, peers, clients) on mobile app development

Sell and make money from your work

You will be an Android app developer

You will be able to apply your skills across multiple platforms (iOS, Windows Mobile, etc)

Huge demand for your skills

Courses

CS 402: iOS Development

CS 402: Android Development

CS 497: 2D/3D Game Development

Stretch Goals

Start an LLC around your app

Develop a bunch of apps (definitely) and make some money (maybe)

Expectations

Show up

Projects are on time

Projects function properly

You communicate, early and often

Asking questions that were answered in class is a clear sign you didn't show up

Assessment

Project-based course

Final will be an app you conceive, develop and market

Grading will depend on:

How original is your idea/market value

How well designed it is (layout, colors, graphics, etc)

How well it works (bugs, advanced features, etc)

What You'll Need

Boise Public Library Card

Free Lynda.com Account through the Boise Public Library

Android Studio

Github Account

Git Client (Source Tree recommended)

ElectronicArmory.com

Homework

Install Android Studio

Sign up for a GitHub account.

Create your first repository and name it: [LastName]-2021-Spring

 Add me to your repo as an Admin: MichaelZiray@BoiseState.edu (BSUMobileDev)

Download and install Source Tree (or a git client)

Create a simple Hello World app and commit and push(!!) the code to your GitHub repository