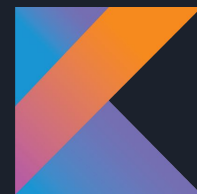


Android Dev Kotlin



CS 402: Mobile Development
Michael Ziray - michaelziray@boisestate.edu



Overview

Michael Ziray (zuhr-ay or Z-Ray is cool too)

Developed over 40 mobile apps for iOS and Android

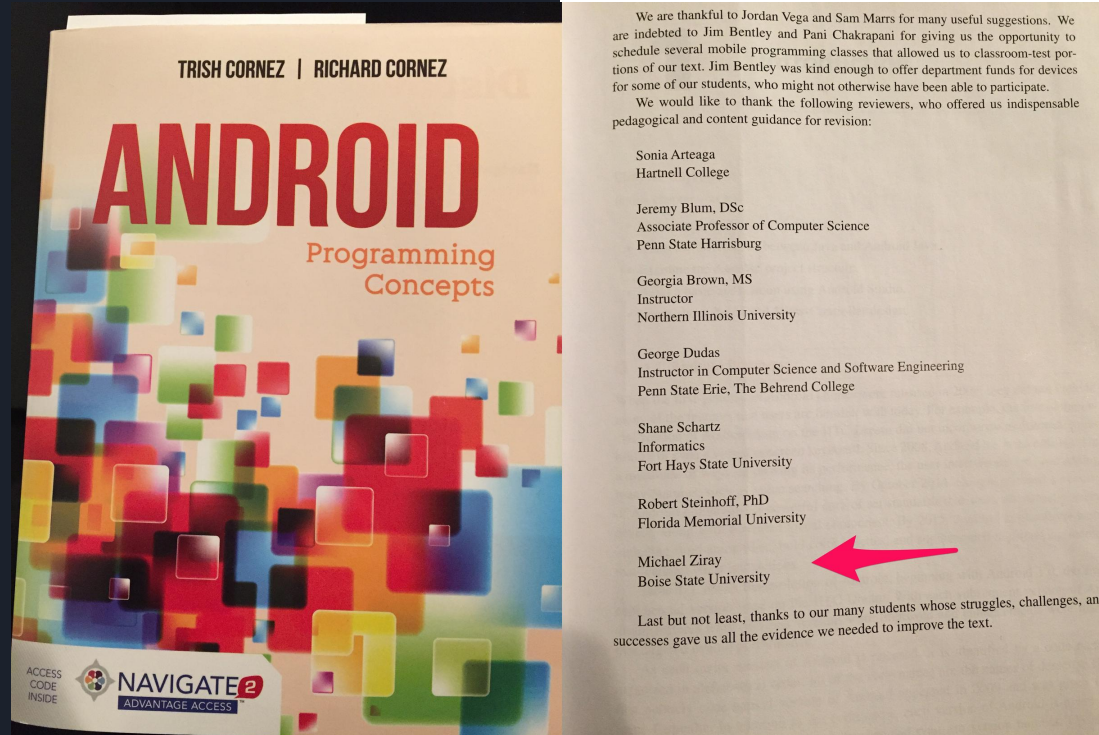
Acceptable names:

Mike

Mr. Ziray

If you must: Professor or Professor Z

Android Credits



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 in person

Don't ask questions via email that were answered in class



Assessment

Project-based course

Final will be an app you conceive, develop and market

Grading will depend on:

How original is your idea

How well designed it is

How well it works

Market value



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 GitLab account.

Create your first repository and name it: [LastName]-2020-Spring

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

Download and install Source Tree (or a git client)

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