Introduction
Introduction to Android Smartphone Programming

University of Freiburg

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Outline
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1. General Information

2. Organizational Matters

3. Submissions

Course
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Introduction to Android Smartphone Programming

- ESE Bachelor Projekt (5 ECTS)
- Informatik Bachelor Projekt (6 ECTS)
    - Additional project
- Informatik Master Praktikum (6 ECTS)
    - Additional project

Topics
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- Six exercise sheets (5 ECTS)
  - 1-2 topics per exercise sheets
  - 2-3 weeks time to work per exercise sheets
- Project (+1 ECTS)
  - 2-3 weeks time to work

Tasks

- Solve exercise sheets
  - Programming tasks
  - Comments
  - Report
- Additional project

Time and Place
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Meetings

- *Thursday, 12pm - 14pm*
- *room 00-007, building 106*

- Meeting weeks
  - Discussion of the last exercise sheet
  - Introduction/ presentation of the next exercise sheet
- Free weeks
  - Free time to work
  - Consultation-hour
- Class attendance is not mandatory
- No weekly meeting
- Weekly room reservation
  - Time for free work

Organizational Matters
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Assistant / Tutor

Matthias Keil

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Thomas Vogel

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   Webpage   `proglang/teaching/androidpracticum/`

      Forum   `proglang/forum/`

Notizen

Notizen

Notizen

Questions

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Questions ?

Organizational Matters

Attendance

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Attendance ?

Organizational Matters

Registration of Participants

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Email to Matthias Keil

- *name, prename*
- *email address*
- *tf username*
- *study program*

Organizational Matters
Timetable
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1)	25.10.2012	Introduction, Introduction to Exercise 1
2)	01.11.2012	*All Saints' Day*
		Submission of Exercise 1/ Introduction to Exercise 2
3)	08.11.2012	
4)	15.11.2012	
5)	22.11.2012	
6)	29.11.2012	
7)	06.12.2012	
8)	13.12.2012	
9)	20.12.2012	
10)	*27.12.2012*	*Christmas break*
11)	*03.01.2013*	*Christmas break*
12)	10.01.2013	
13)	17.01.2013	
14)	24.01.2013	
15)	31.01.2013	
16)	07.02.2013	
17)	14.02.2013	

Submissions
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Exercise

- *Eclipse Project* for each exercise (e.g. *exercise1_1*)
- Use package names (e.g. *androidlab.exercise1_1*)
- *Report* with a description (e.g. *report1_1.pdf*)
- One *folder* for each exercise
- Provide your source code with comments
  - Describe the intention

Deadline

- Deadline: 12 (noon)
- Submit your solution to the subversion repository

Timetable
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ANDROID DEVELOPERS.
Activity Life Cycle.
http://developer.android.com/guide/topics/fundamentals/activities.html

ANDROID DEVELOPERS.
Android Architecure.
http://developer.android.com/guide/basics/what-is-android.html

ANDROID DEVELOPERS.
Interacting Using Intents.
http://developer.android.com/guide/topics/fundamentals/activities.html