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**本科毕业论文（设计）**

**题目： 基于Android的掌上校园APP开发**

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摘要

在这个信息科技技术飞速发展的时代,人们的生活和网络已经密不可分,互联网的快捷与便利也为人们提供了更多更快获取信息的渠道和方法, 过去难以想象的信息获取方式在现在已经变得习以为常了,人们只需要在搜索引擎或者平台即可获取自己需要的信息,在高校校园这个以学生为主要组成部分的社会场所,通常信息的访问形式主要是以学生的需求为主,包括学生的个人信息,学习成绩信息等,校园提供的信息查阅发送形式主要有班群通知,个人档案,教务信息网站等等,这些方式各有优劣,针对这一现象,在这个移动手机相当普及的时代,一款可以供学生查阅信息,了解校园资讯的APP作为一种新的信息查阅传播方式为广大学生提供了一种便捷的途径去获取信息。

掌上校园APP是一款Android平台的手机APP,由客户端和服务端,以及网络传输线路组成,本文介绍的系统目的在于在Android平台上为学生提供信息查阅功能,系统结构采用了C/S结构,MVC软件开发模式,使用基于Unity的GUI布局来实现UI的布局结构,由C#语言开发,在PC端上搭建Android环境模拟手机平台正常运行,本系统提供了学生成绩查询,课程查询,校园资讯的浏览,调查问卷的填写四个功能模块,实现学生对个人信息,校园新闻的查阅。

关键字 : Android Unity 安卓 客户端 服务端

**Abstract**

In this era of rapid development of information technology, people's lives and networks are inseparable. The speed and convenience of the Internet also provide people with more channels and methods for faster and faster access to information.   
It has become commonplace that people only need to obtain the information they need on search engines or platforms.In the college campus, a social place with students as the main component, the form of access to information is mainly based on the needs of students, including Students' personal information, academic performance information, etc., the information review and delivery forms provided on campus mainly include group notifications, personal files, educational information websites, etc., these methods have their own advantages and disadvantages.According to this phenomenon, this mobile phone is quite popular Era, an APP that can be used by students to consult information and understand campus information provides a convenient way for students to obtain information as a new way of information dissemination and dissemination.

Pocket Campus APP is a mobile APP for Android platform, which is composed of client and server, and network transmission line. The purpose of the system introduced in this article is to provide students with information retrieval function on Android platform. The system structure adopts C / S structure   
, MVC software development mode, using Unity-based GUI layout to achieve the UI layout structure, developed by C # language, build Android environment on the PC side to simulate the normal operation of the mobile phone platform, this system provides student score query, course query, campus information   
Browsing, filling in four questionnaires for questionnaires to enable students to access personal information and campus news.

**Keywords：**Android； Unity； Servers； Cliend；