



INTERNSHIP REPORT

Android middleware & software development, integration & tests

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Forewords

Thanks to

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Chapter 1

Introduction

Listing 1.1: A simple hello world

```
1 #include <stdio.h>
2
3 int main(int argc, char *argv[])
4 {
5     printf("Hello, World!\n");
6     return 0;
7 }
```

Chapter 2

Context

Introduction of this part.

2.1 CELAD

2.2 Intel

2.2.1 Opensourcing

Contribution leader to kernel 3.14, ...

2.2.2 Android

2.3 MCG Audiocomms feature team

MCG Mobile Cons

2.3.1 Android audio architecture

HAL, multiple platforms with different architectures.

Chapter 3

Organisation

3.1 Planning

3.1.1 Gantt

3.2 Agile working

3.2.1 The team

Developer, Product Owner, Scrum master.

3.2.2 Daily scrum

3.2.3 Sprints

3.2.4 Demos

3.2.5 Retrospectives

Chapter 4

Achievements

Chapter 5

What I have learned

5.1 Android system development

5.2 Tools

Chapter 6

Conclusion

6.1 subsect

6.1.1 subsub

Hello, world. Lorem ipsum dolar
AAAA bscdde

6.1.2 d

6.2 Global conclusion