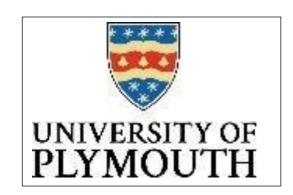
COMP2000: Software engineering 2

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- 4. B'far, R. (2004). Mobile computing principles: designing and developing mobile applications with UML and XML. Cambridge University Press
- 5. Meier, R. (2012). Professional Android 4 application development, Wiley.
- 6. http://developer.android.com/
- 7. Gamma, E., Johnson, R., Helm, R., Johnson, R. E., & Vlissides, J. (1995). *Design patterns: elements of reusable object-oriented software*. Pearson Deutschland GmbH.