



CS 442: Mobile Applications Development

Week 1

Course Overview

Syllabus

CS442Syllabus.pdf

Architecture

<https://developer.android.com/guide/platform/index.html>

Android RunTime (ART)

App Development Considerations

<https://code.tutsplus.com/articles/android-from-scratch-an-overview-of-android-application-development--cms-25972>

Android vs iOS

<https://fullscale.io/mobile-app-development-comparison-between-ios-and-android>
<https://cybercraftinc.com/blog/android-vs-ios-development-10-key-differences>

Android Studio Overview

<https://developer.android.com/studio/intro/index.html>

Workflow

<https://developer.android.com/studio/workflow.html>



Android Studio Download

<https://developer.android.com/studio/index.html>

Project Creation

<https://developer.android.com/studio/projects/create-project.html>

Android Studio Project Anatomy

<https://developer.android.com/studio/projects/index.html>

Shown in Android Studio

Running Your Project

Emulator or Device?

Setting up Emulators

<https://developer.android.com/studio/run/managing-avds.html>

Shown in Android Studio

Starting Emulators

Shown in Android Studio

Your Assignment:

1. Install Android Studio
2. Set Up at Least One Emulator
3. Run the Hello World Project Base