

# *PROG3150 Lecture 10*

Mobile Application Development

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# *Agenda*

- Adding Analytics to your application

# *Reasons for Analytics*

- Tracking feature usage
- Tracking monetization strategies
- Tracking device details
- Tracking language/country of use
- Capturing exceptions
- Getting context for bug reports

# Analytics Libraries

- Flurry
- Bango
- Apigee
- Mobylitics
- Google
- and more on the way



# *Bango Documentation*

# *Or You can do it yourself*

- Advantages
  - No limits on the amount and content of data collected
  - You decide on where and how long data is stored
  - Use alternate methods of sending data
- Disadvantages
  - Develop custom networking code
  - Server side storage required
  - If you want fancy displays, do it yourself

## *In any case...*

- Never collect data without notifying the user
- Never send identifying data without showing it to the user first and asking permission
- Limit large data transfers to WiFi connections
- Cache data to some known limit and delete the remainder

# *DIY Implementation*

- Catch all exceptions
- Add application wide exception capture for uncaught exceptions
- Log exception message + stack
- For each caught exception, ask user if it can be reported via email
- For each uncaught exception, ask user on restart
- Log data stored in round robin files



*Sample output*

# *CrashHandler Class for Android*