

PROG3150 Lecture 1

Mobile Application Development

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Fall 2012

Who am I?

- Second time teaching this course
- Industry Experience
 - 30 years working as a software developer
 - Embedded systems, Mobile devices, networking
 - Currently operate a consulting business
 - Java, C/C++, C#, VB

Agenda

- Contact info
- Course Outline
- Evaluation
- Lecture

Contact Info

- Contact info: rpkozak@conestogac.on.ca
- Room 2A609
- No office hours – by appointment

Course Outline

- Develop a native mobile app with social elements that is suitable for marketplace submission
- To do that, we need to discuss:
 - UI Components
 - Sensors
 - Database
 - Third Party Web Services
 - Your Server side components
 - Ad networks

Evaluation

- Project – 85%
- Class Participation – 15%

That is.... I'm giving you enough rope to hang yourself.

Getting Started

Survey of experience with Mobile platforms

A little history lesson...

- One year ago, mobile development was fairly simple:
 - Android 2.3
 - iOS
 - Windows Phone
 - Blackberry 7
 - Windows Mobile (only for industrial apps)
 - Symbian (fading fast)

The state of things now

- Android 2.x
- Android 3.x
- Android 4.x
- iOS
- Windows Phone 7.1
- Windows Phone 8
- Windows 8 'Metro'
- Blackberry 7
- Blackberry 10
- And still around...
 - Windows Mobile
 - Symbian
 - WebOS
 - Mobile Linux

Plus there are frameworks...

- MonoTouch/Mono for Android
- Appcelerator
- PhoneGap
- and various others

Why Native?

- Single generic layout vs specific to the platform
 - Faster to run, faster to update
 - Better access to the device hardware
 - Javascript isn't the greatest for large projects
 - Native tools are generally FREE
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- <http://gizmodo.com/5937313/facebook-updated-ios-app-is-fully-native-and-free-of-html5>

First step...

Select the platform you want to target... and make it one you haven't used before!

Create your first Mobile project

- Start up the appropriate IDE
- Create a new project
- Let's get to the 'Hello World' state

Work time...

- Download/install your IDE of choice
- If you are using the Lab computers, be aware of configuration issues – no IDE likes to be on a networked drive