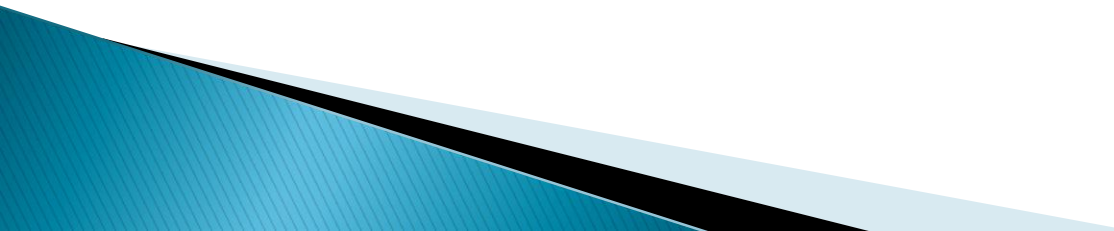


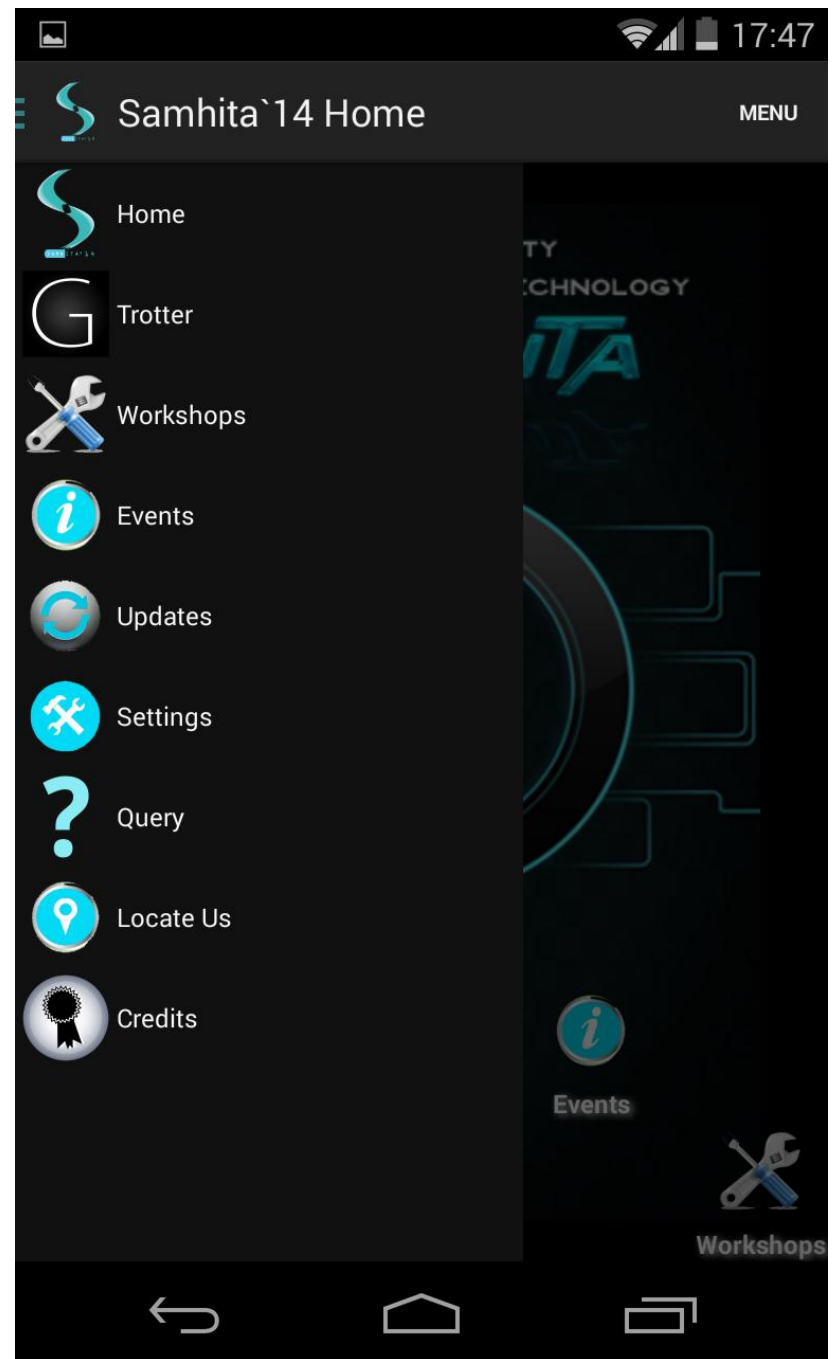
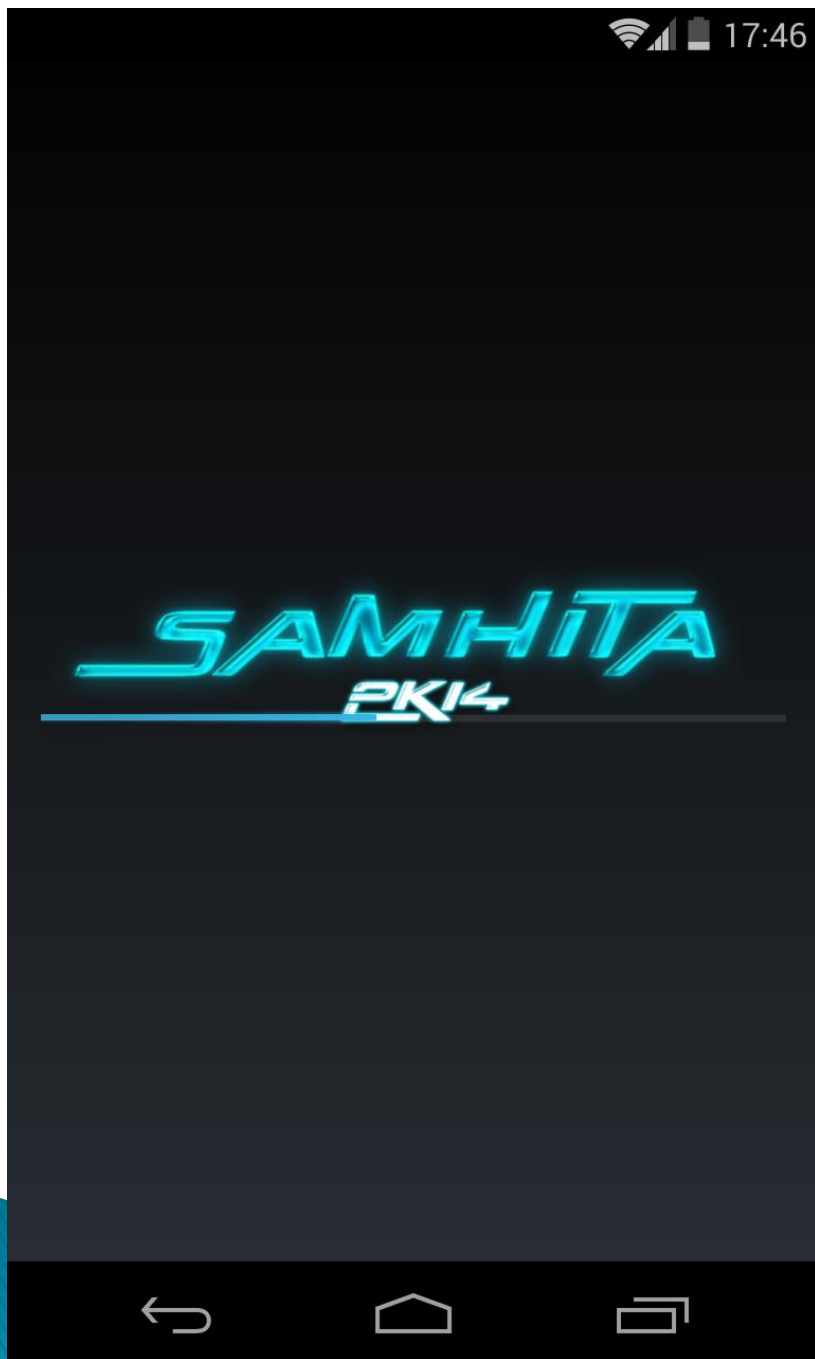
Samhita`14 on Google play

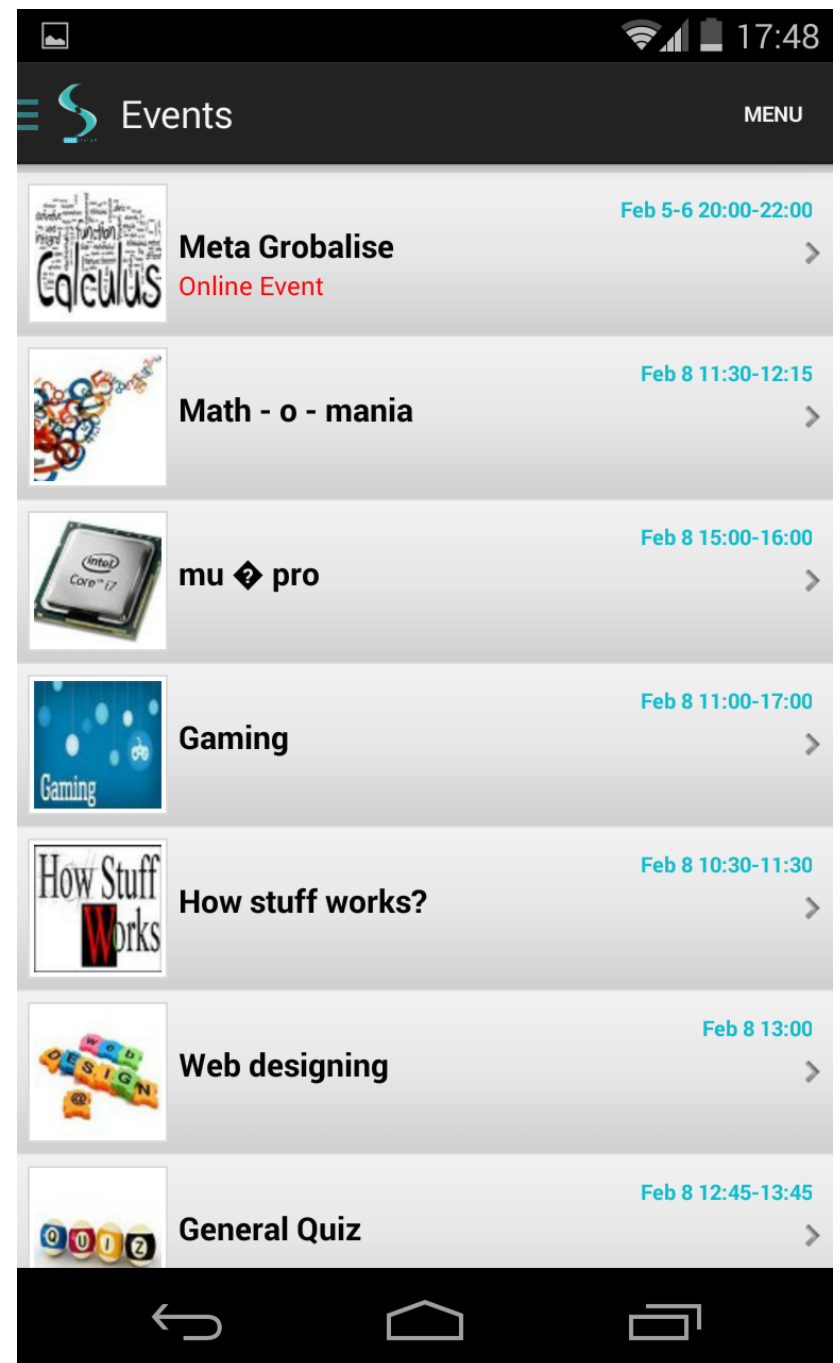
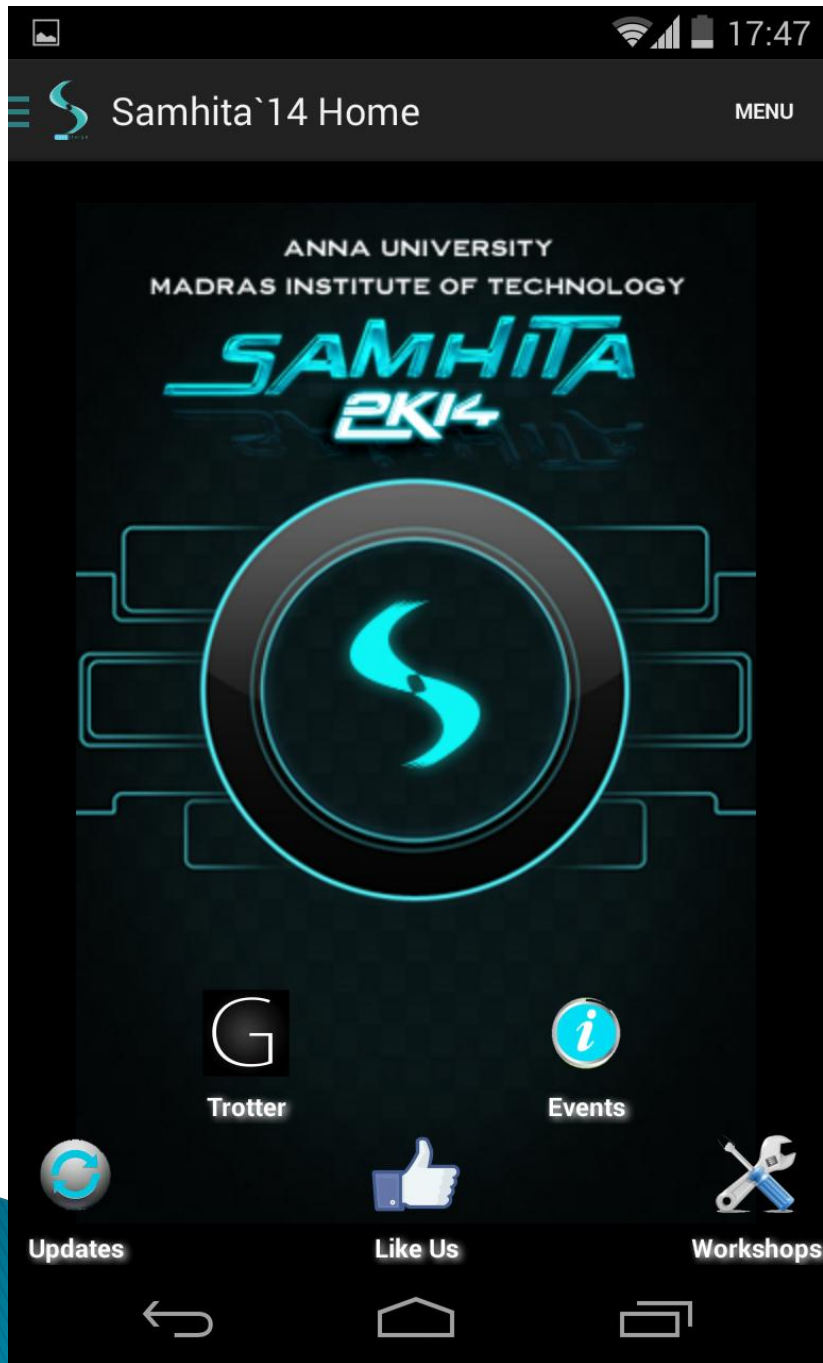


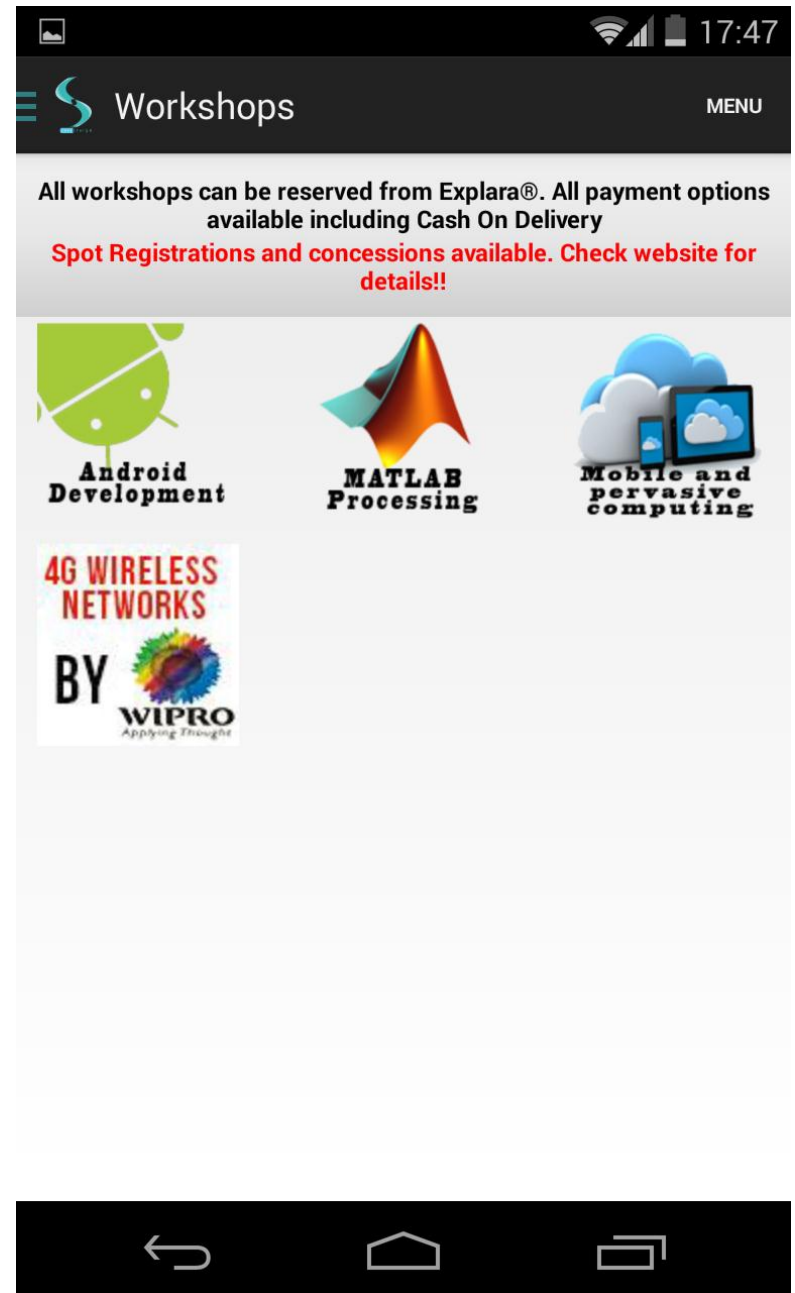
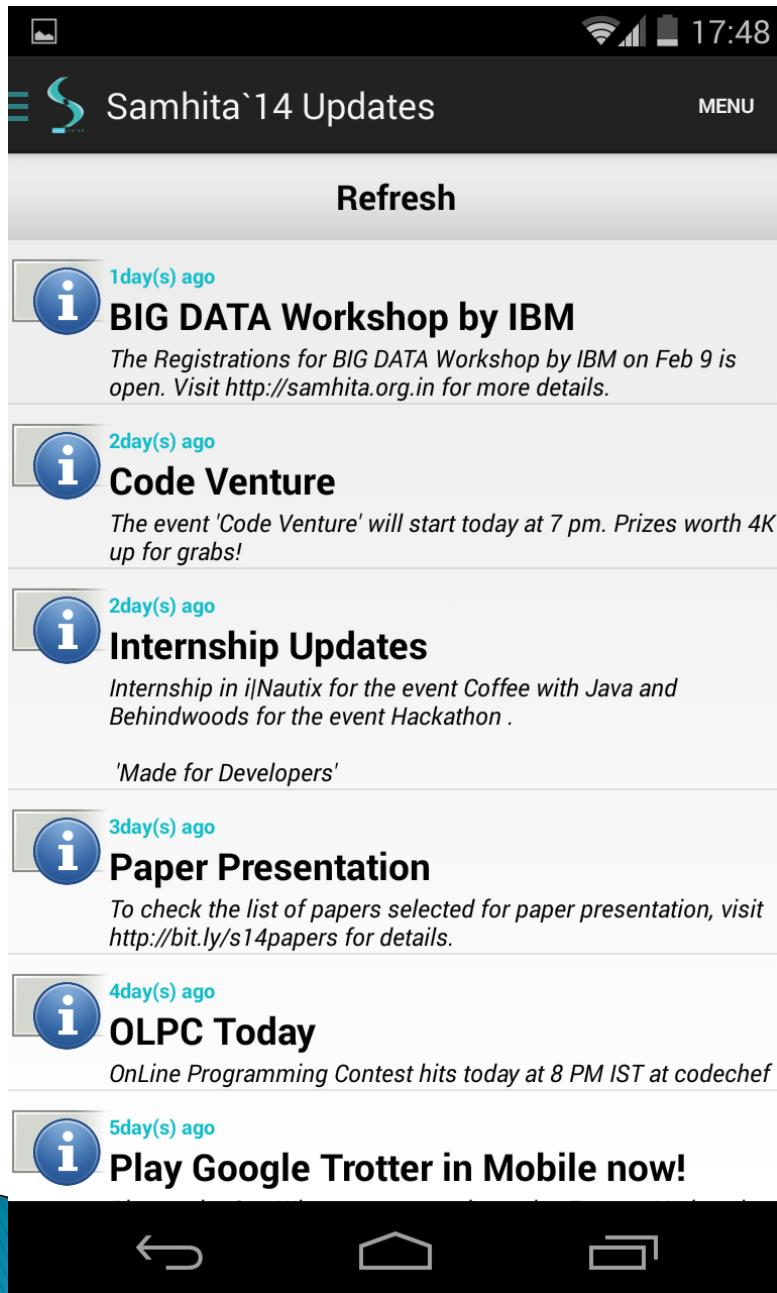
<http://bit.ly/samhtia14>

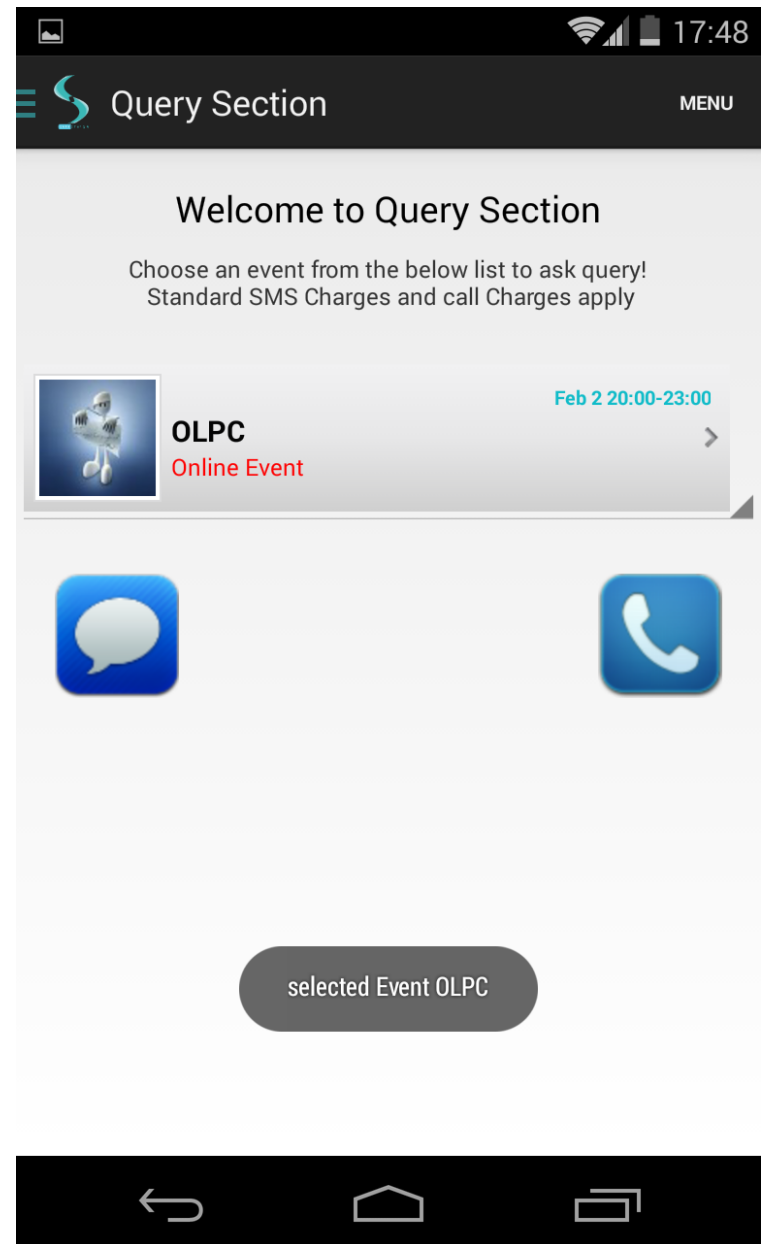
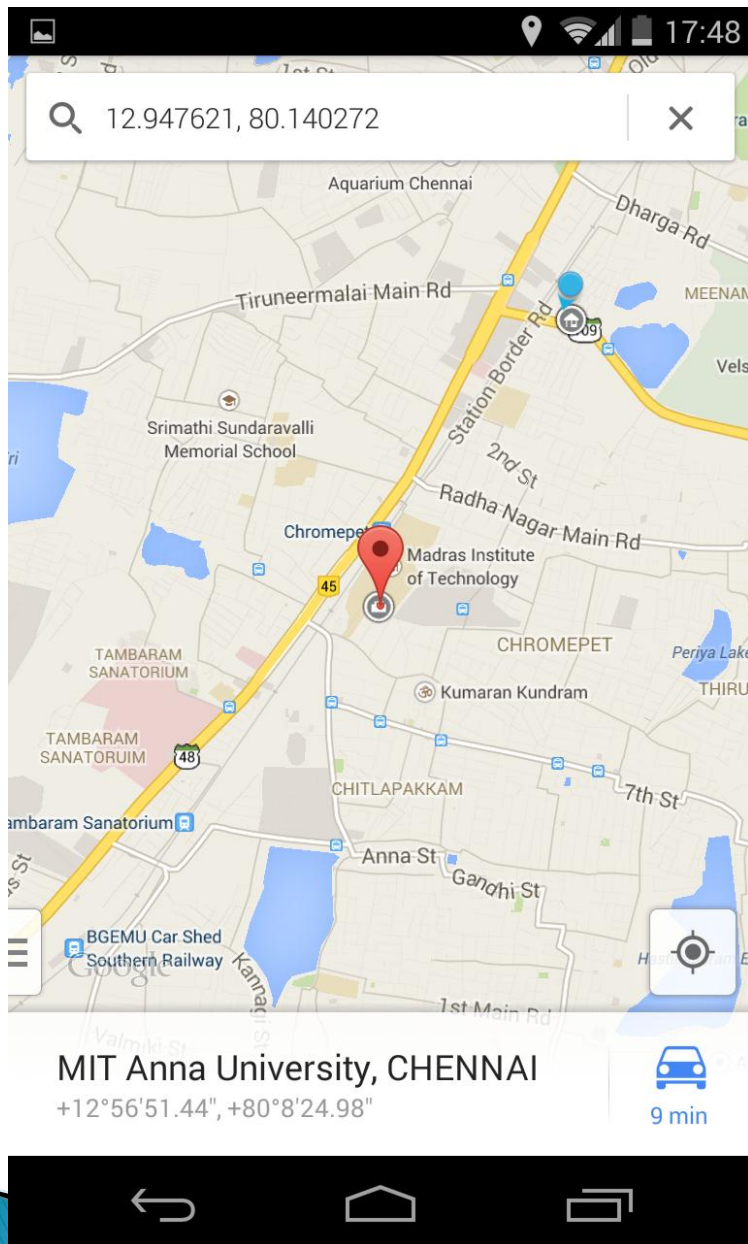
Exploring Samhita`14 on Android

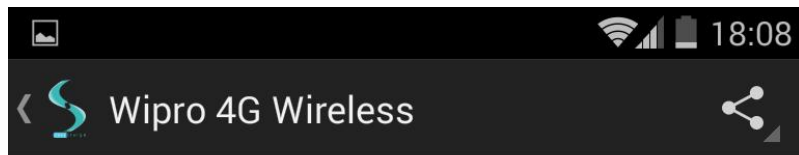
- ▶ Features in the perspective of End User
 - Full Event Details
 - Contact Organizer
 - Register workshop Online
 - Check Updates Instantly
 - Receive Notifications
 - Play Google Trotter in Android
 - Locate MIT in Google maps
 - Like facebook Page
 - Send Feedback to the Developer
- 











Wipro 4G Wireless

Feb 8 13:30-15:30

This workshop is conducted by Wipro Technologies.

4G wireless is the term used to describe the fourth-generation of wireless service. 4G is a step up from 3G, which is currently the most widespread, high-speed wireless service. 4G is only available in limited areas. While all 4G service is called "4G", the underlying technology is not the same. Sprint, for example, uses WiMax technology for its 4G network, while Wireless uses a technology called Long Term Evolution, or LTE. No matter what technology is behind it, 4G wireless is designed to deliver speed. On average, 4G wireless is supposed to be anywhere from four to ten times faster than today's 3G networks. Sprint says its 4G WiMax network can offer download speeds that are ten times faster than a 3G connection, with speeds that top out at 10 megabits per second.

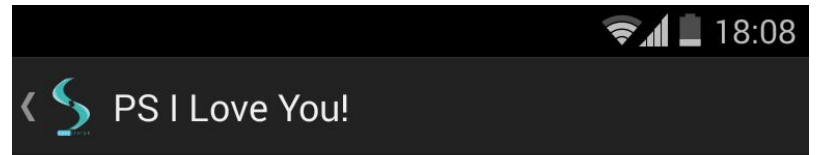
Book Here

Share

CALL

Gokulanathan
9600795745

SMS



PS I Love You!

Jan 26 - Feb 2

'Reality leaves a lot to the imagination'
-John lennon

Are you a PS fanatic? Are you good with colors and designs? Well, here's the best platform you can ever get to showcase your 'creative skills'. Pour out every ounce of the creative 'you' in your posters and your well on your way to glory. Mail your designs to us and throw us off guard with your Spielberg ideas. Who knows? We might actually end up discovering a new Spielberg in the making.

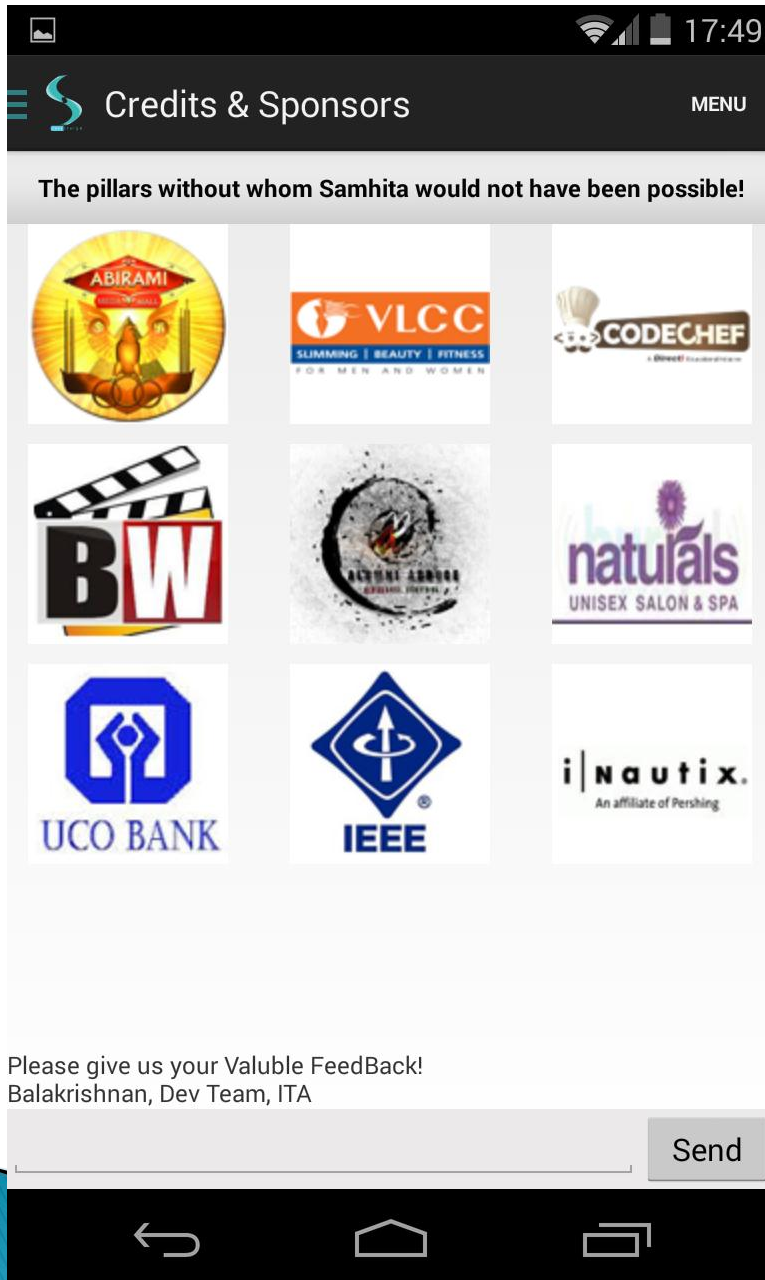
CALL

Kanchan Kumar
9940024504

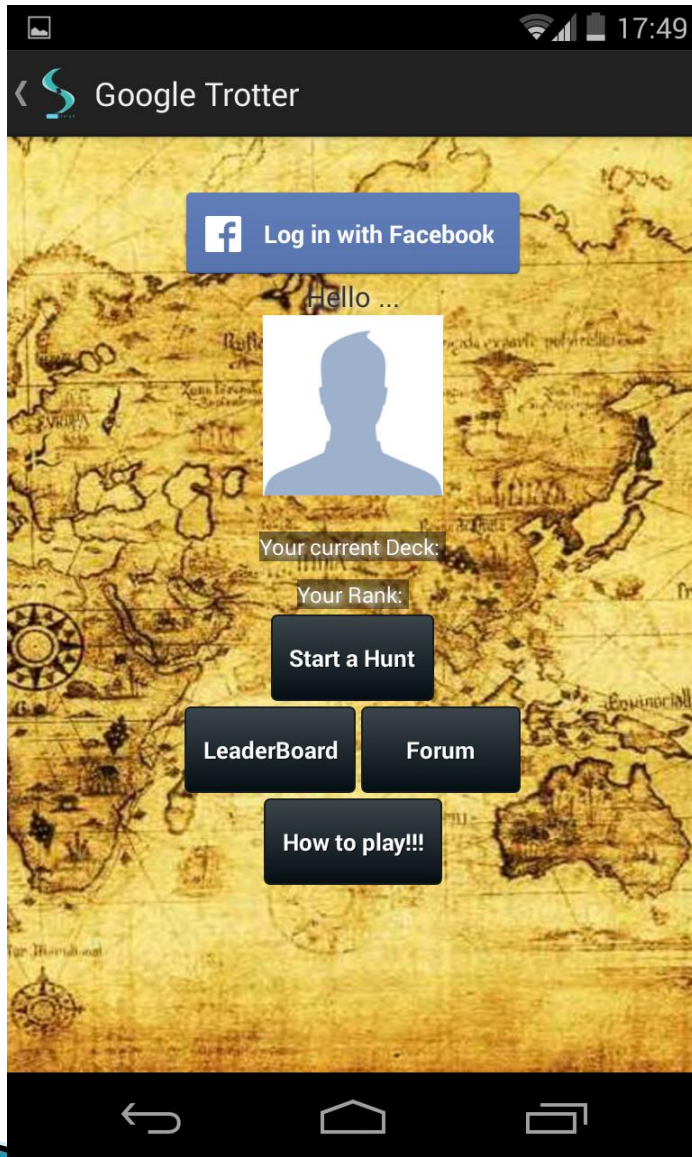
SMS



Updates at finger tips..



Thanks to our
sponsors



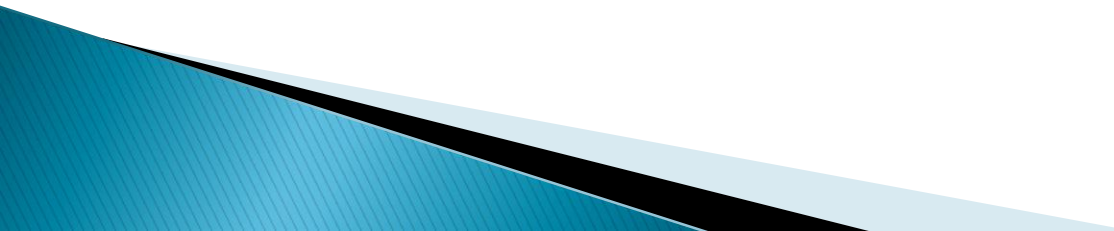
Google Trotter

For the first time,

The Fun Filled Online Event for
you in mobile..

Play on the Go...

In Developers View

- ▶ Enabled Google Cloud Messaging (Push Notifications)
 - ▶ Connect with Server for Updates
 - ▶ Caching the Updates and Stored in Phone's Database
 - ▶ Make changes in Phone's Database (Events, workshops etc) Remotely
 - ▶ Log in with Facebook for Google Trotter
 - ▶ Synced with Web and Mobile for Continuous play (Google Trotter)
 - ▶ Better User Interface
- 

Open your Minds !!!!!!!

Welcome to Facebook

- ▶ Installing Library to your Workspace
 - ▶ Key Generation for Developers
 - ▶ Running the samples
 - ▶ Code for your apps

Installing Library in Eclipse

- ▶ Download the facebook sdk from <https://developers.facebook.com/docs/android/>
- ▶ Extract the contents and import them to your eclipse workspace.
- ▶ Copy the fb.apk file to your emulator by DDMS
 - In case of mobile, download facebook app from Play store

If it shows error, just check for library path in properties options in the package..

Generating hash key

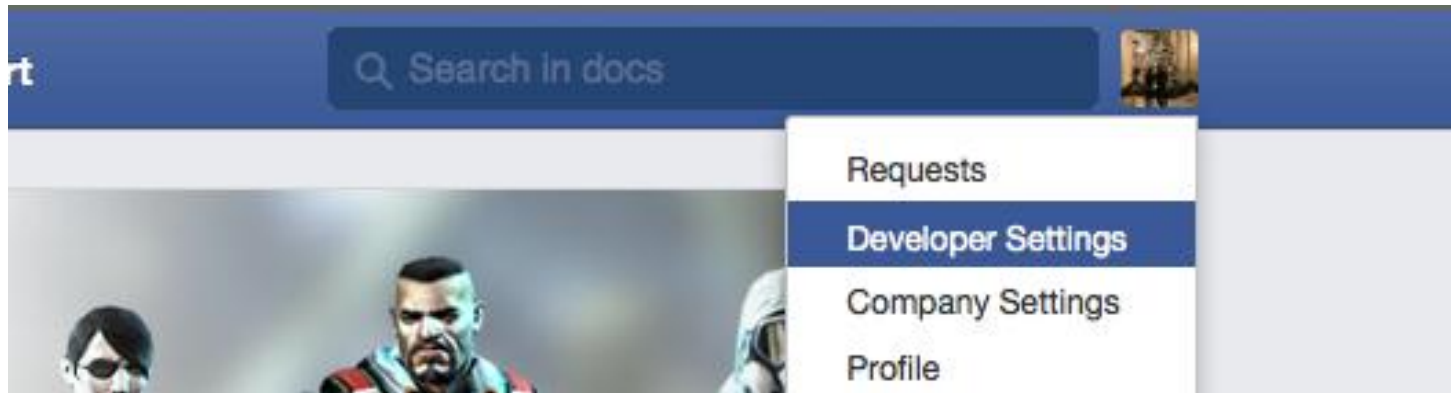
On windows ,

- `keytool -exportcert -alias androiddebugkey -keystore %HOMEPATH%\android\debug.keystore | openssl sha1 -binary | openssl base64`
- It will prompt for password, enter android

On Linux,

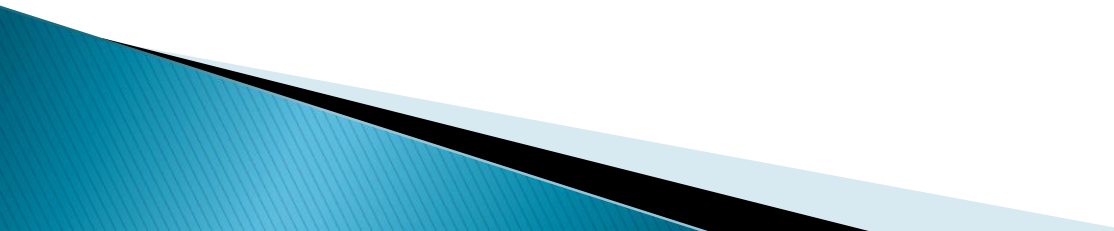
```
keytool -exportcert -alias androiddebugkey  
-keystore ~/.android/debug.keystore |  
openssl sha1 -binary | openssl base64
```

Generating Hash key



Developer Settings	Sample App Settings
Profile	Android Key Hash
Contact	<input type="text" value="NteSLOyHHHx12WUnrW0NEbwcY2Y= x"/>
Sample App	<div>Discard Save Changes</div>

Running the samples

- ▶ Right click any of the sample apps in your package explorer and run the application
 - ▶ It should automatically login with facebook after asking confirmation in a dialog.
 - ▶ If your mobile don't have fb app, it opens a browser and asks to login.
- 

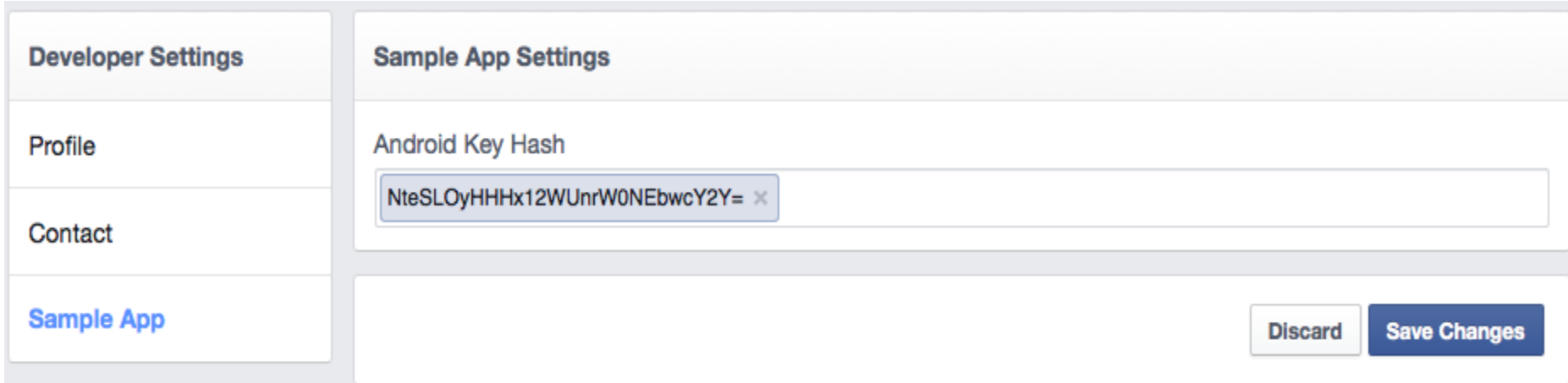
Troubleshoot

- ▶ When fb login doesn't work , first issue will be the hash key. You check for your hash in logcat by including a piece of code in your activity.

```
try { PackageInfo info =  
getPackageManager().getPackageInfo(  
"com.facebook.samples.hellofacebook",  
PackageManager.GET_SIGNATURES);  
for (Signature signature : info.signatures)  
{ MessageDigest md =  
MessageDigest.getInstance("SHA");  
md.update(signature.toByteArray());  
Log.d("KeyHash:", Base64.encodeToString(  
md.digest(), Base64.DEFAULT)); } }  
catch (NameNotFoundException e) { }  
catch (NoSuchAlgorithmException e) { }
```


Troubleshoot

- ▶ Check for the hash key in log cat and include that key in your developer dashboard.
- ▶ This will solve the problem



The screenshot shows the 'Developer Settings' interface. On the left is a sidebar with 'Developer Settings' at the top, followed by 'Profile', 'Contact', and 'Sample App' (which is highlighted in blue). The main area is titled 'Sample App Settings'. Under the 'Android Key Hash' label, there is a text input field containing the hash 'NteSLOyHHHx12WUnrW0NEbwcY2Y=' followed by a small 'x' icon to clear the field. At the bottom right of the main area are two buttons: 'Discard' and 'Save Changes'.

Developer Settings	Sample App Settings
Profile	Android Key Hash
Contact	<input "="" type="text" value="NteSLOyHHHx12WUnrW0NEbwcY2Y="/>
Sample App	<div>Discard Save Changes</div>

Useful links for developers

1. <http://developer.android.com>
 2. <http://androidhive.info>
 3. <http://vogella.com>
 4. <http://developers.facebook.com>
- 

Download Everything of this session

<http://bit.ly/s14demo>

<http://bit.ly/samhita14> (Play Store)

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<http://google.com/+srbkrishnan11>

<http://twitter.com/srbkrishnan>



Queries time....
??? ???

Thank you...