

Software Development for Mobile Devices

Submission for Assignment 1.1P

Task 1. Designing for mobile

Developing for mobile devices is not the same for PC.

	Mobile Devices	PC
Memory and storage	Limited in memory and storage as mobile devices are smaller than PC (The highest RAM currently is 6GB RAM)	Good memory and storage (it can have up to 32GB RAM)
Touch screen	Users are able to interact with mobile devices by touching directly to a screen.	Users use keyboard and mouse to interact with PC.
Mobile telephony	Users call and receive call while moving.	Users cannot use mobile telephony on PC.

Task 2. My own app

App screen



Figure 1: App Screen

Layout

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context="com.example.swinburne.helloworld.MainActivity">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Steve"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintBottom_toBottomOf="parent"
        android:textSize="32dp"
    />
</android.support.constraint.ConstraintLayout>
```