# Intro

## Who Am I

## Why are we here

## What do we want to accomplish

# Computers 101

## Fetch-and-execute

### CPU

### Memory

### Machine Language

## Polling Loops and Interrupts

## Multitasking

### Process vs. Threads

## Virtual Machines

# What is Mobile?

## Apps, devices? No. Context.

## Constraints

## Mobile Mindset

“I’m microtasking”

“I’m local”

“I’m bored”

## What will differentiate your app

## The 5 W’s

### Who : The audience

### What : The actions

### Where and When : The context

### Why : The motivations and goals

## Think Big, Build Small

### “Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away.” – Antoine de Saint Exupery

## Ergonomics

### How does the app feel in the hand

### Putting the primary controls in the thumb’s “hot zone”

### Space and Proportion

### Avoid scrolling or information hiding

# What is Android?

## OS

## Dalvik

## Register-based

### Low memory requirements

### Designed so multiple VMs can be run

### Executes .dex files

Not Java byte-code

Java classes converted to .dex

# Application Fundamentals

# What is OOP?

## Three Pillars of OOP

### Encapsulation

### Polymorphism

### Inheritance

## Why use objects?

### Modularity

### Information hiding

### Code re-use

### Pluggability / Debugging / Testing

# Real Artists Ship

## What is this going to require?

## What can we do to make this happen?

# Practices and Pragmatism

## testing

## designing

## discussing / defending / communicating

## iterating

## refactoring

# Setting up Dev Environments

What we'll need

* + 1. Laptop (windows / mac)
    2. Eclipse
    3. Android SDK
    4. Android Phone (optional)

# Getting familiar with Android Resources

# Java basics for Android Devs

# Going over Activities and UI layouts