

## Network Application Frameworks

Student Name:

Ilavarasi Radhakrishnan- 400613

Kiran M Kumar- 399876

Assignment 3:

Mobile Software

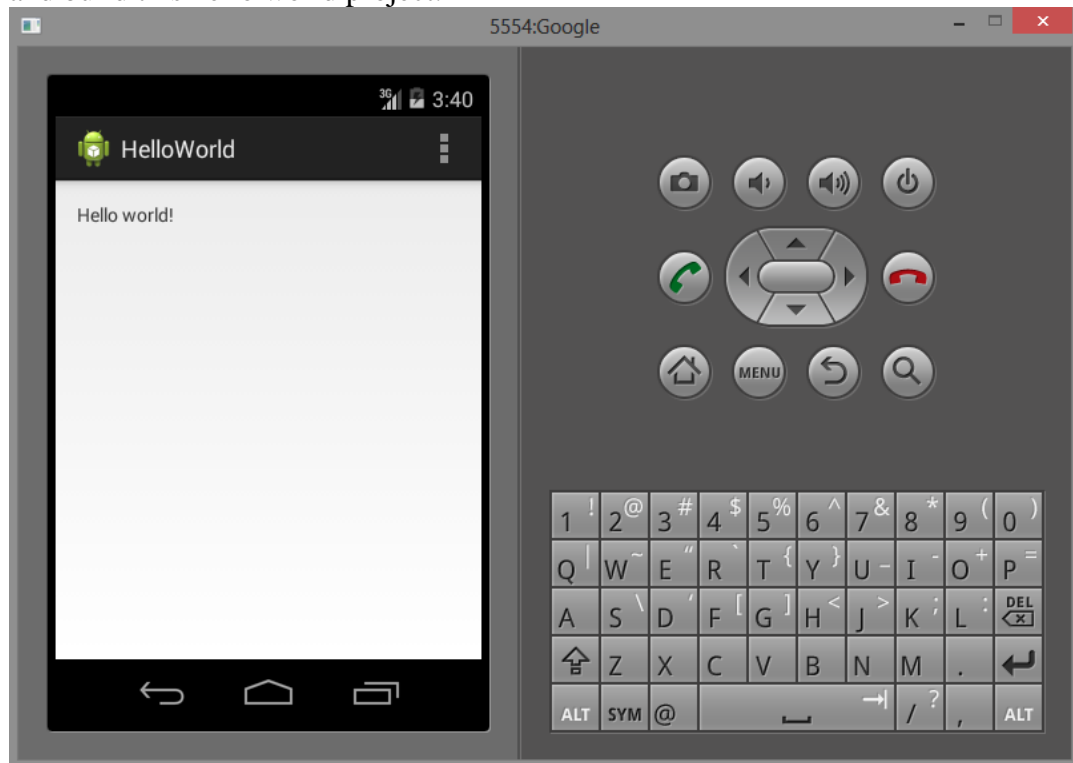
### Introduction:

In this assignment we create a mobile applications with many features. We have used the Android platform as it is the most widely used platform today and we were very much eager to learn about Android. Neither of us was familiar with mobile app programming so we did not have much conflicts in choosing Android platform.

### 1. Learning the Basics:

#### 1.1 Hello world:

We followed the tutorial and understood about the basic files and their usage. As we both of us are new to developing android application, we took some time in understanding the very basic files like manifest.xml. Hence we followed the tutorial in Android developers and build this hello world project.



Source:

<http://developer.android.com/training/basics/firstapp/creating-project.html>

### 1.2 Using the network:

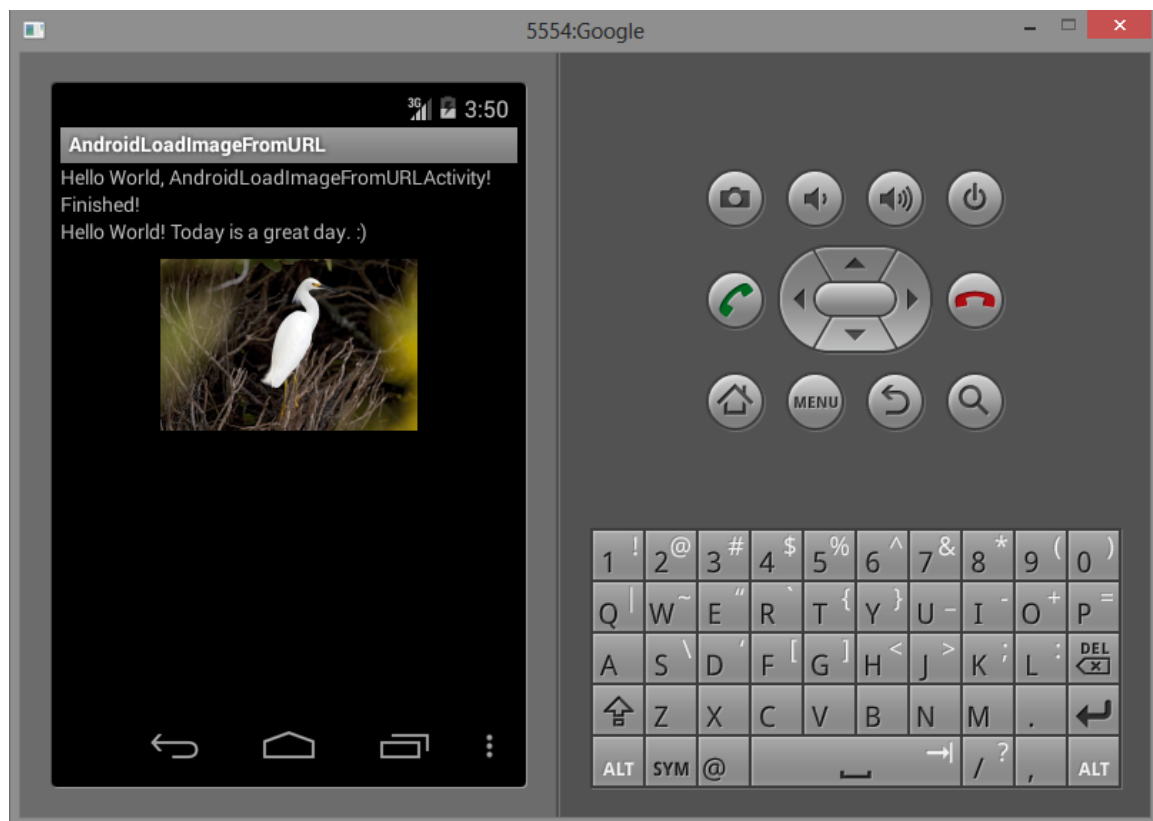
The date of modification and the contents of the website is fetched in this part. Simple Java code to read the data stream and display was written for this part of exercise. The content was fetched from the URL: <https://playground.cs.hut.fi/t110.5140/hello.txt>. The permission for INTERNET was enabled for this and all the other assignment.

Source:

<http://android-er.blogspot.fi/2011/04/read-text-file-from-internet-using-java.html>

### 1.3 Using UI Elements:

Here the URL is entered in the box given and the image is displayed to the user. A similar approach to the previous was taken and the image from the server was fetched by the application.



Source:

<http://www.androidhive.info/>

### 1.4 Parsing simple Data:

The API provided by Yahoo for the weather was used to create a app in which the XML file obtained by the WOEID was parsed and some fields were picked up to display the

data in a presentable application format.



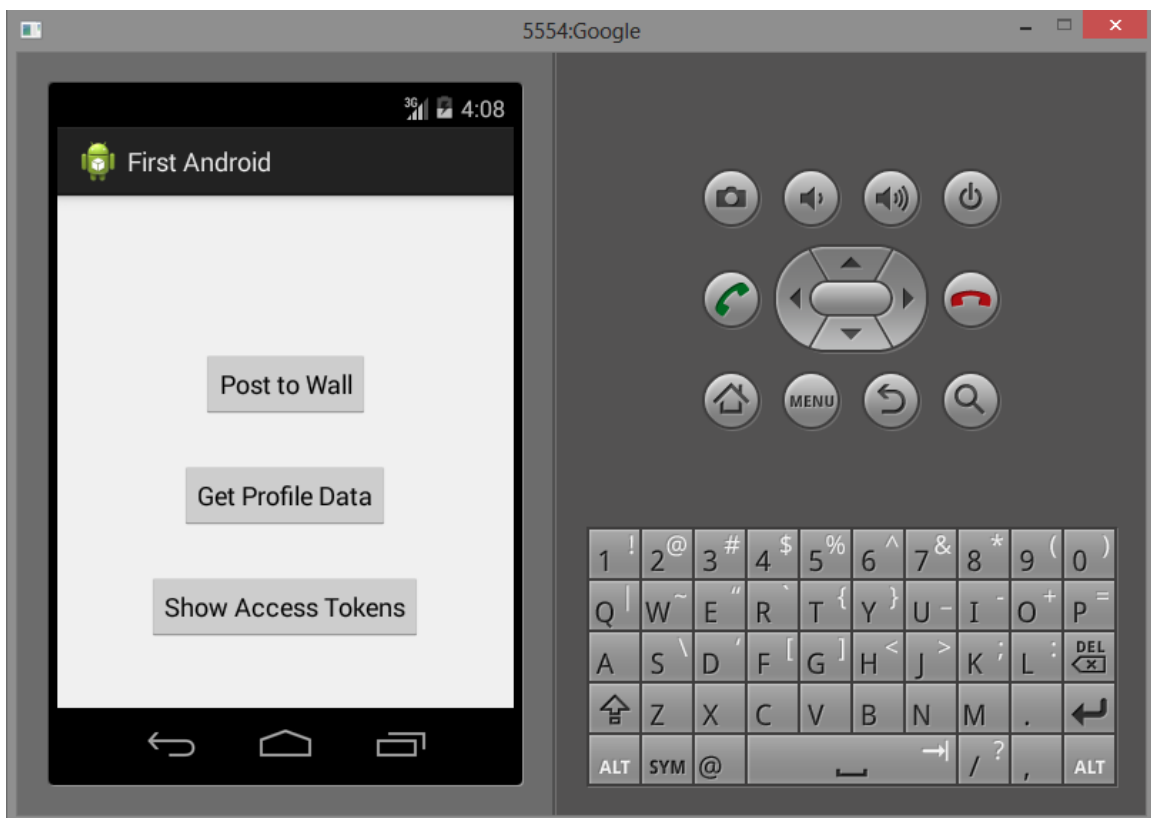
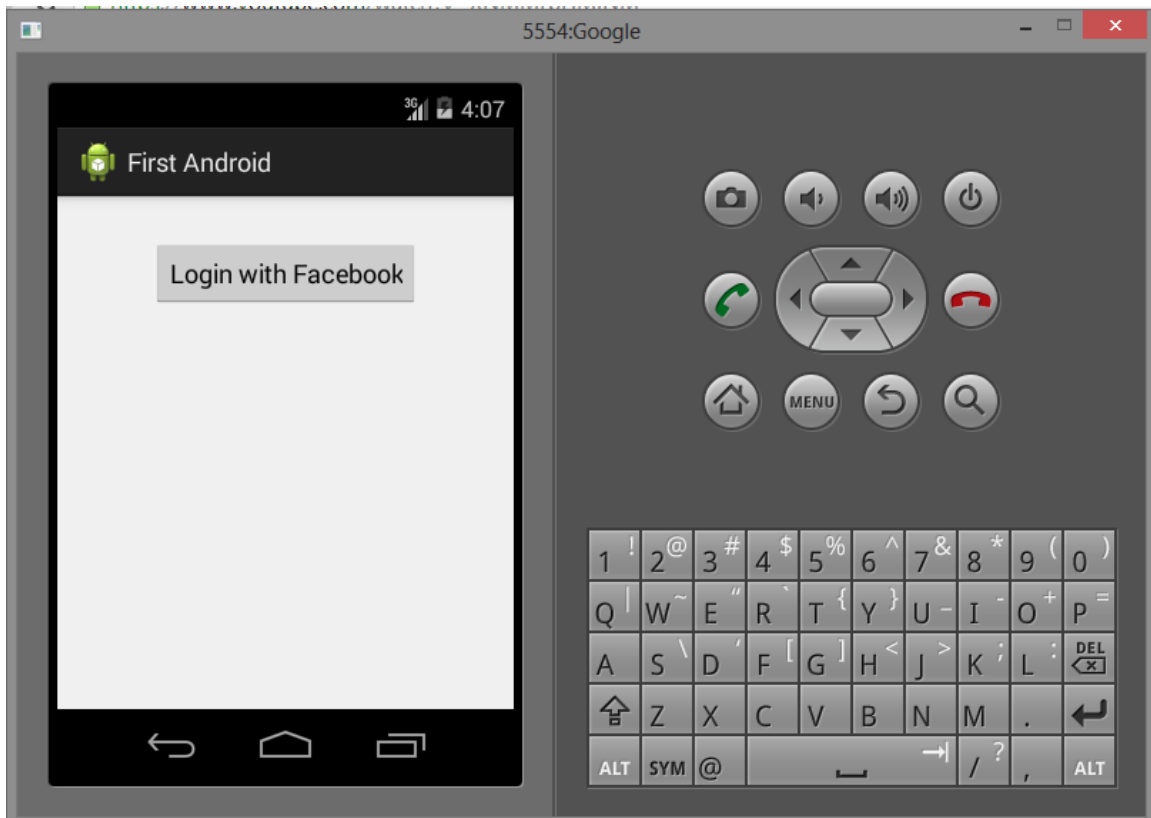
Source:

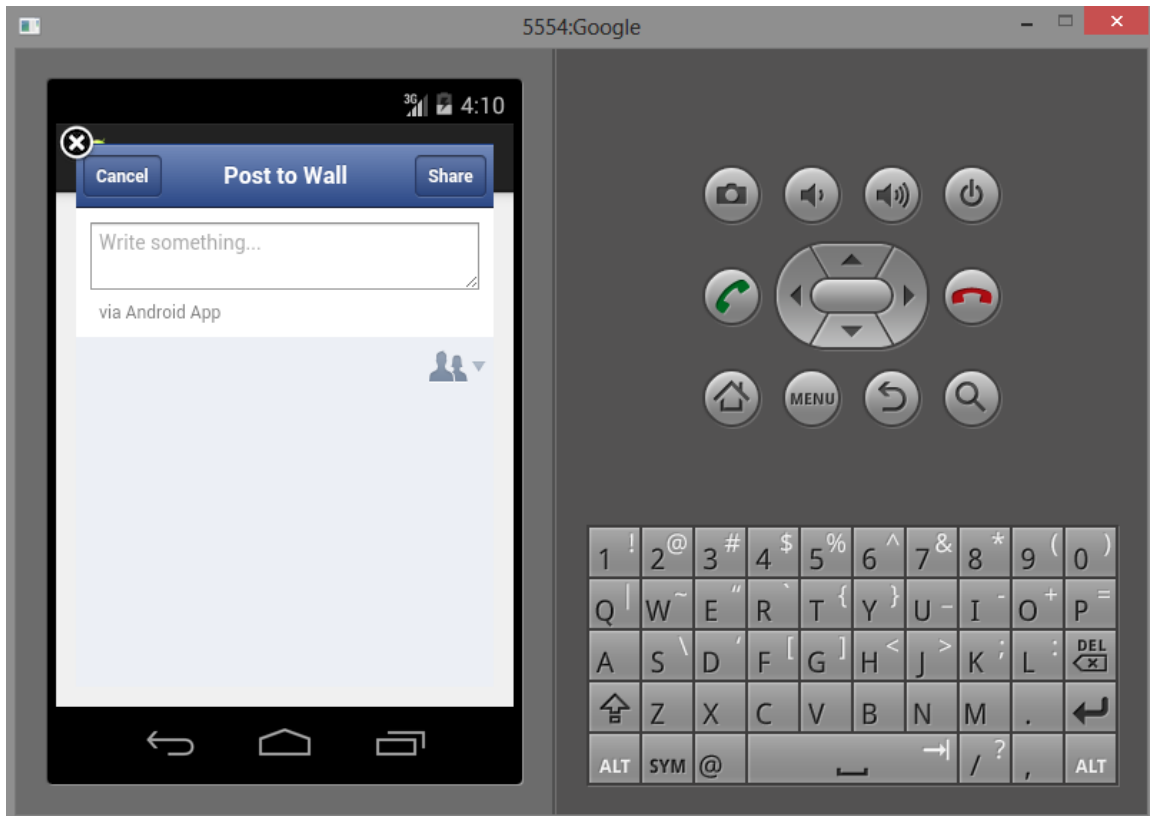
<http://upadhyayjiteshandroid.blogspot.fi/2013/04/android-using-weather-apis-of-yahoo.html>

## 2. Own Application:

As we already did the second assignment successfully we decided to mobile interface for our Social Media app with our previous understanding of Social Media Applications. We created an App in Facebook Developers page and obtained a App Id and made the app compatible to Android platform by generating a Hash Key and providing the same while creating the App.

The App uses Facebook Login API available in the standard Facebook SDK to communicate with the Facebook server to login to Facebook. Once we login to the Facebook, we can post in our account, get our account details using Simple Query and also get the authorization key provided by Facebook. Facebook connect API's are used to achieve these functions. The code for this has been reused from an online source.





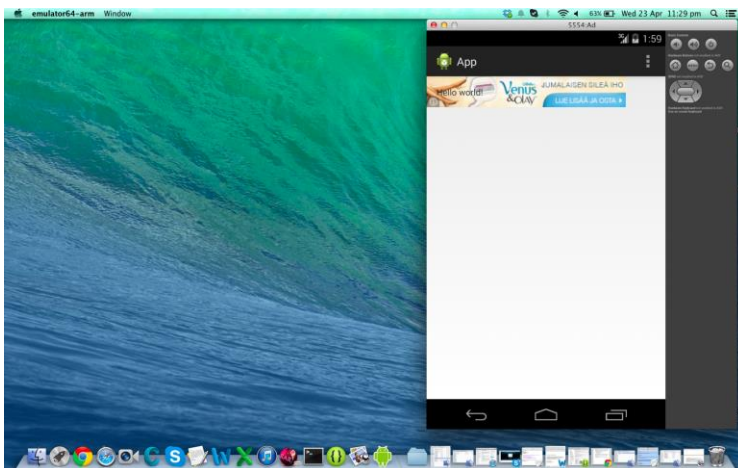
Source:

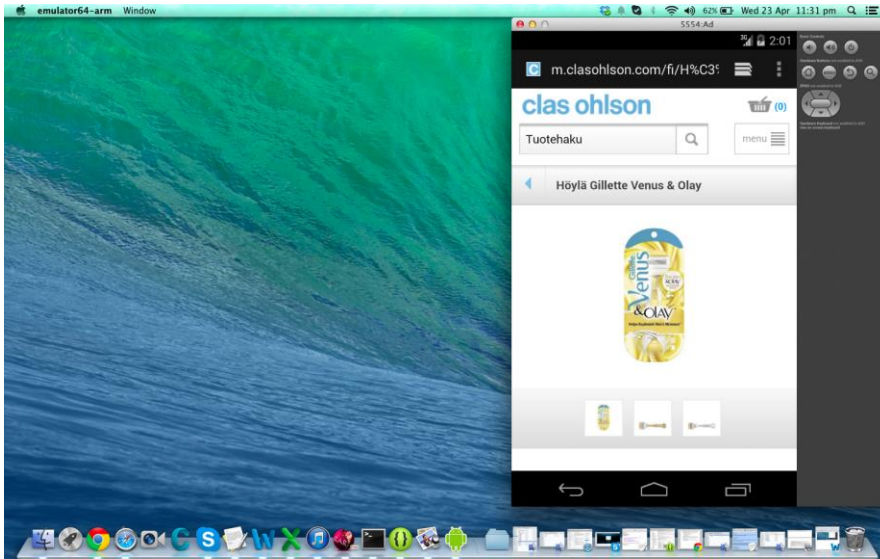
<http://www.androidhive.info/2012/03/android-facebook-connect-tutorial/>

### 3. Additional exercises:

#### 3.1 Advertisements:

We registered through AdMob and used the publisher id to display advertisements for our application.





Source :

[https://www.youtube.com/watch?v=G-7\\_hYCqjs4](https://www.youtube.com/watch?v=G-7_hYCqjs4)

### 3.2 Zooming image and few related animations:

In this subsection we mostly learnt more animations and how to make our UI most presentable and in fancy way. We tried different layouts possible and it was simple at the end to understand the concepts which initially appeared to be a nightmare when we started this assignment.

We tried different view horizontal, vertical, picture variations, etc.

Source :

<http://developer.android.com/training/animation/index.html>

### Work Load per person:

*Ilavarasi Radhakrishnan: 53 hrs*

*Kiran Kumar : 53 hrs*