

Mobile Platform - Introduction

CS2B01 - Desarrollo Basado en Plataformas - Unidad 3

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Logros

Unit Outcomes

Al finalizar esta unidad usted estará en la capacidad de:

- Design and implement a mobile application for a given mobile platform [Familiarity]

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- Discuss the performance vs power tradeoff [Familiarity]
- Compare and Contrast mobile programming with general purpose programming [Familiarity].

Introducción

Pair work

Enumera las diferencias:



- A.
- B.
- C.
- D.
- E.

Pair work

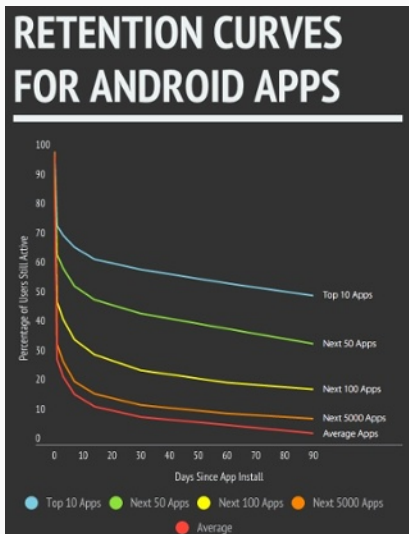
Enumera las diferencias:



- A. Storage
- B. Screen sizes
- C. Battery
- D. Network bandwidth
- E. Updates

Client-Side Storage

- The average app loses 77% of its users within 3 days. Within 90 days, they've lost over 95% of those users [1].



Client-Side Storage

- Why? Most users simply don't have enough storage on their phones to download all the apps they want.



Reading 4 [2]

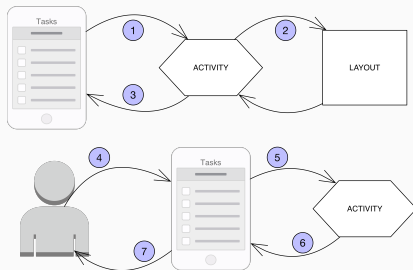
Understand the Activity Lifecycle

Android SDK

- The **activity** is a single, focused thing that the user can do [4, 3].
 - Each activity is associated with a window in which to draw the user interface.
- The **view** is the basic building block for user interface components [4].
 - Responsible for drawing and event handling.
 - Examples: button, textbox

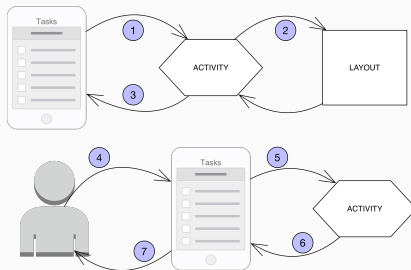
Activities

1. The device launches your app and creates an activity object.



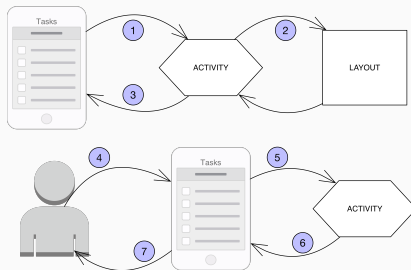
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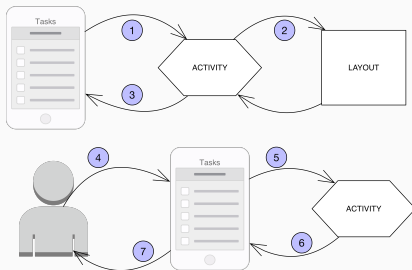
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2. The activity object specifies a layout.
3. The activity tells Android to display the layout on screen.



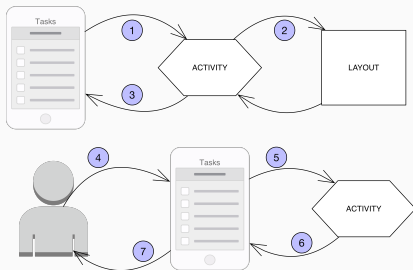
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4. The user interacts with the layout that's displayed on the device.



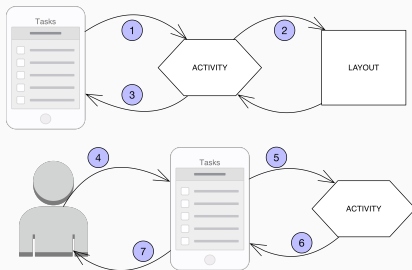
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5. The activity responds to these interactions by running application code.



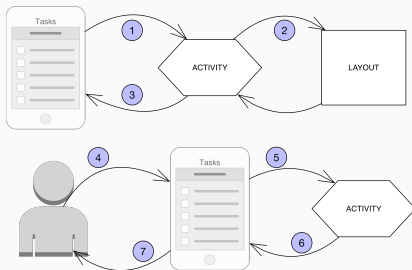
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6. The activity updates the display...



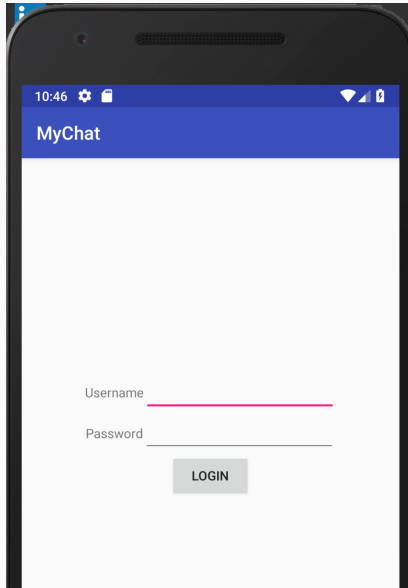
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4. The user interacts with the layout that's displayed on the device.
5. The activity responds to these interactions by running application code.
6. The activity updates the display...
7. ..which the user sees on the device.



Group Work

- Implement a mobile app to do a login in MyChat app



Conclusion

Get the source of this demo presentation from

`github.com/CSUTEC-CS2B01-B`



Questions?

1. Logros
2. Introducción
3. Android SDK
4. Conclusion

References I



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Understand the activity lifecycle.

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