- This week

24 October - 30 October

Understanding mobile applications problems. Designing and evaluating mobile applications.

- # Lab preparation

  Every student should follow the tutorials presented before this week's class.

- Before Class: Detecting Onscreen Gestures URL
- Before Class: Using Sensors URL
- Before Class: Motion Sensors URL
- Optional: Sensors Overview (maybe outdated) File
- Before Class: Touch Summary and Canvas Example (some things for previous versions) File

- Bring to class a working version of the "paint" application shown in the previous link (it should be working in our mobile phone). The exercise will be done over it.

- # Lab Exercise (for working students)

  Create an application that starts with the Activity and View of the "Paint tutorial" presented above (before the exercises).

  (1 point) By double tapping the screen, the color of the line changes (to a random one). By long pressing, the background changes to a random color.

  (2 points) By covering the proximity sensor, the background color changes to black. By shaking the device (strongly), the lines are erased.

  (3 points) If you shake the device (not as strongly as in the erase case), it only erases the last stroke made.