

Mobile Programming

[week 01]

[Introduction to mobile Programming]

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Definition

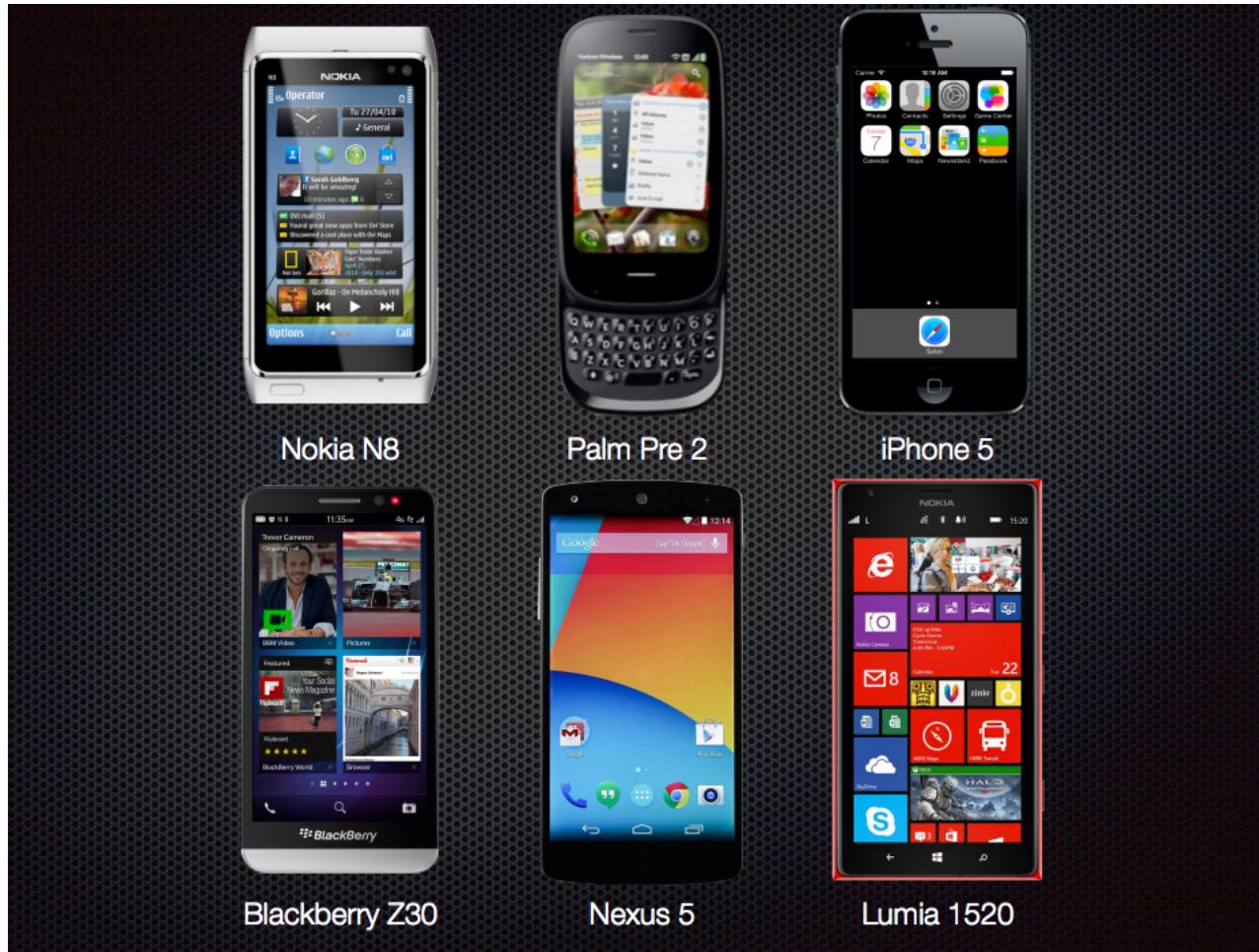
- Mobile technology is exactly what the name implies - technology that is portable. Examples of mobile IT devices include:
 - Laptops & netbooks
 - Smartphones
 - Minicomputers, etc
- Mobile Application Development is the process by which application software is developed for mobile devices.

Where do we Start?

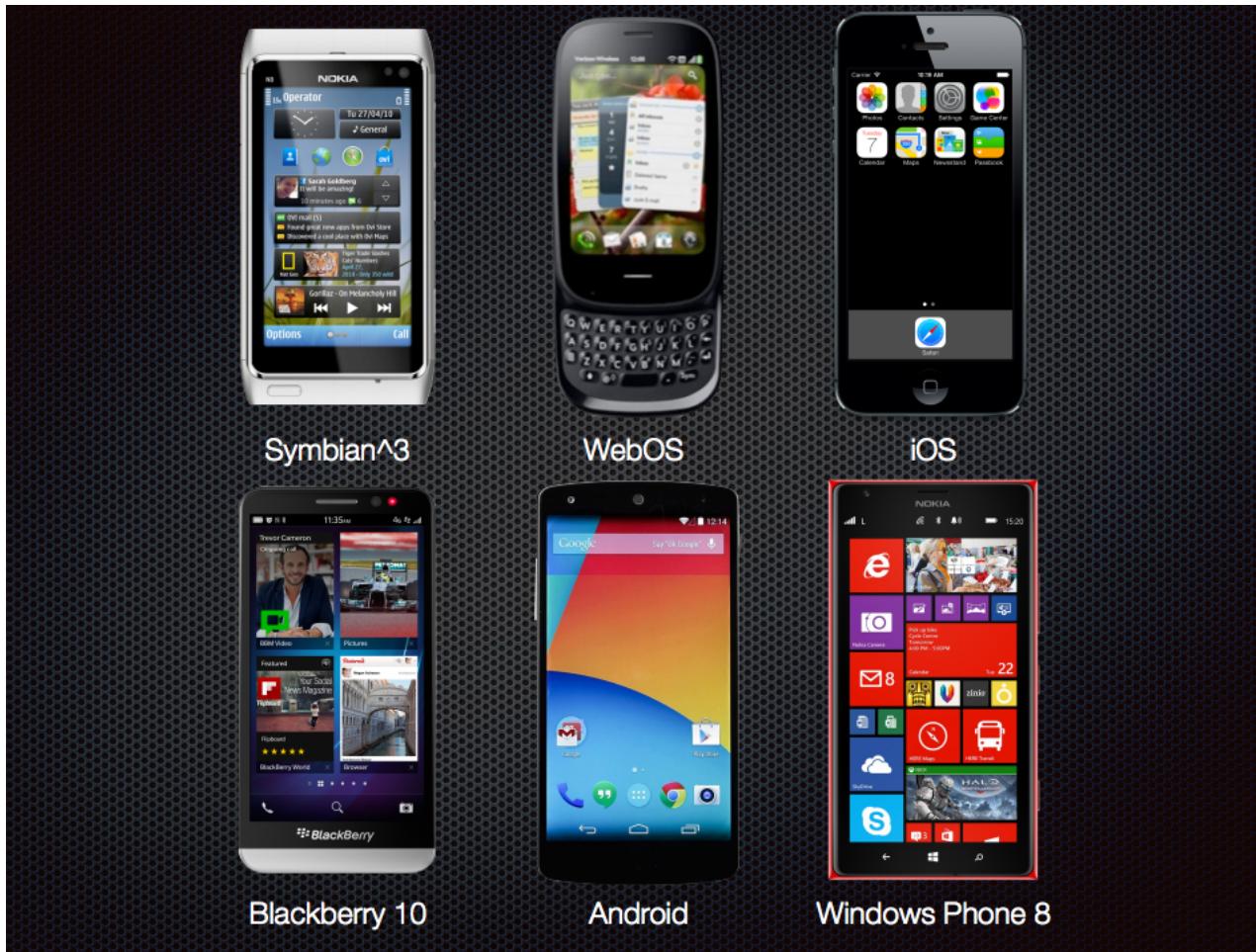


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Where do we Start?



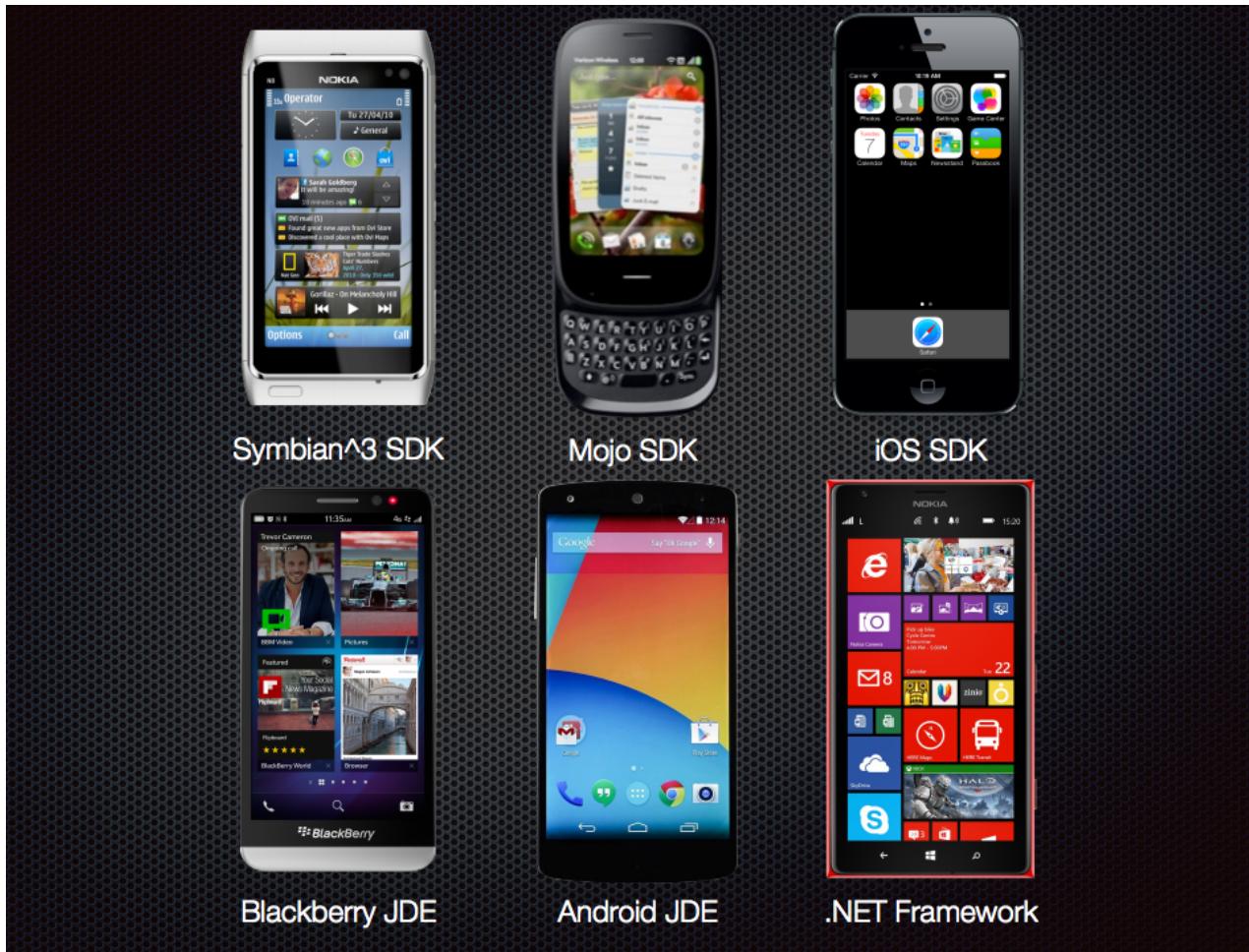
Where do we Start?



Where do we Start?



Where do we Start?



Where do We Start?



Why Android?

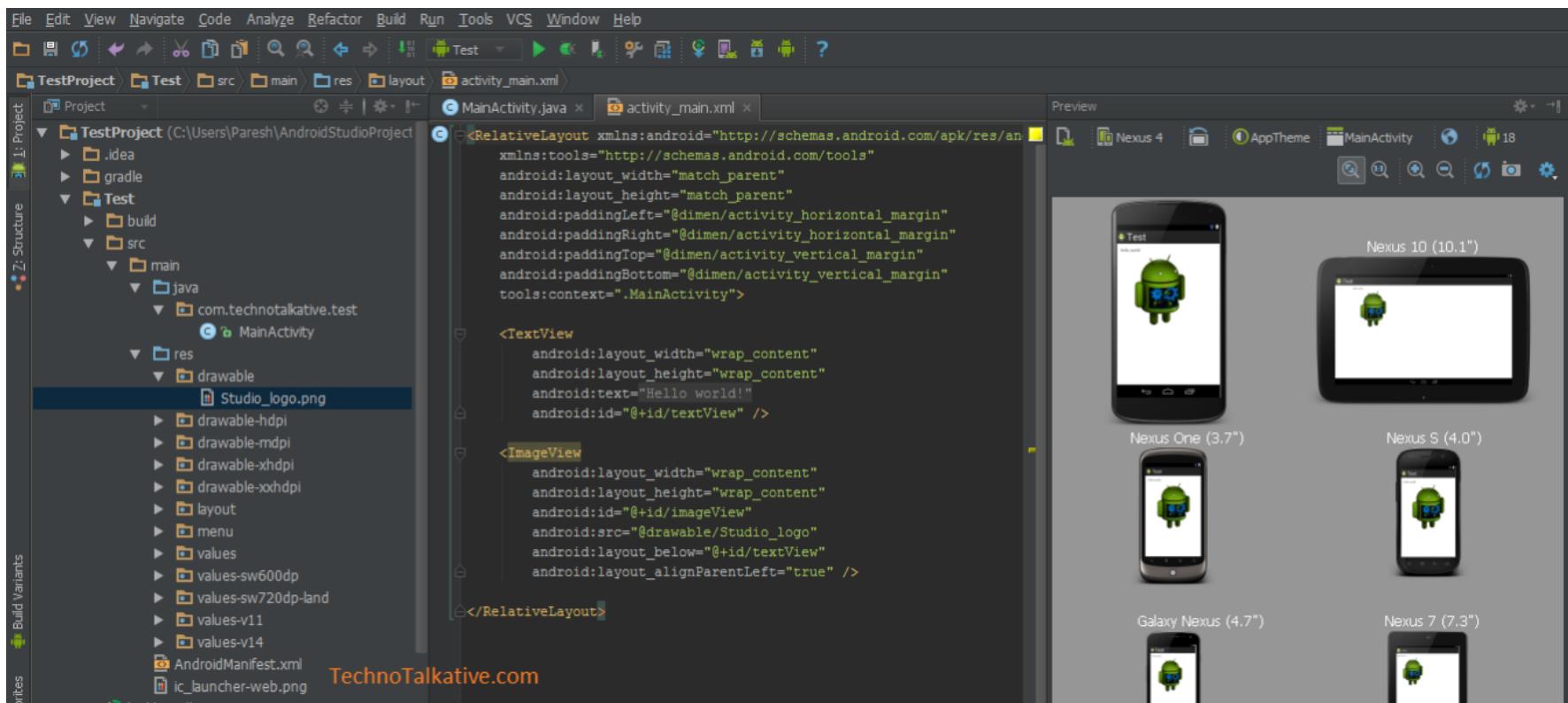
- Number of new Android-compatible devices dwarfs other platforms in the smartphone market
 - Companies looking to build mobile applications typically focus on iOS and Android first, and other platforms later
 - Android's use of Java allows for development using modern OOP in a managed memory environment
 - The Android NDK allows use of C/C++ codebases
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Why Not Android?

- Small percentage of Android device owners actually purchase software from the various markets
- Fragmentation in the hardware and software make development for many devices more difficult than iOS
- Companies overwhelmingly prefer to target iOS platforms before they target Android
- Hardware running Android arguably inferior to that of other companies, mostly due to price of units

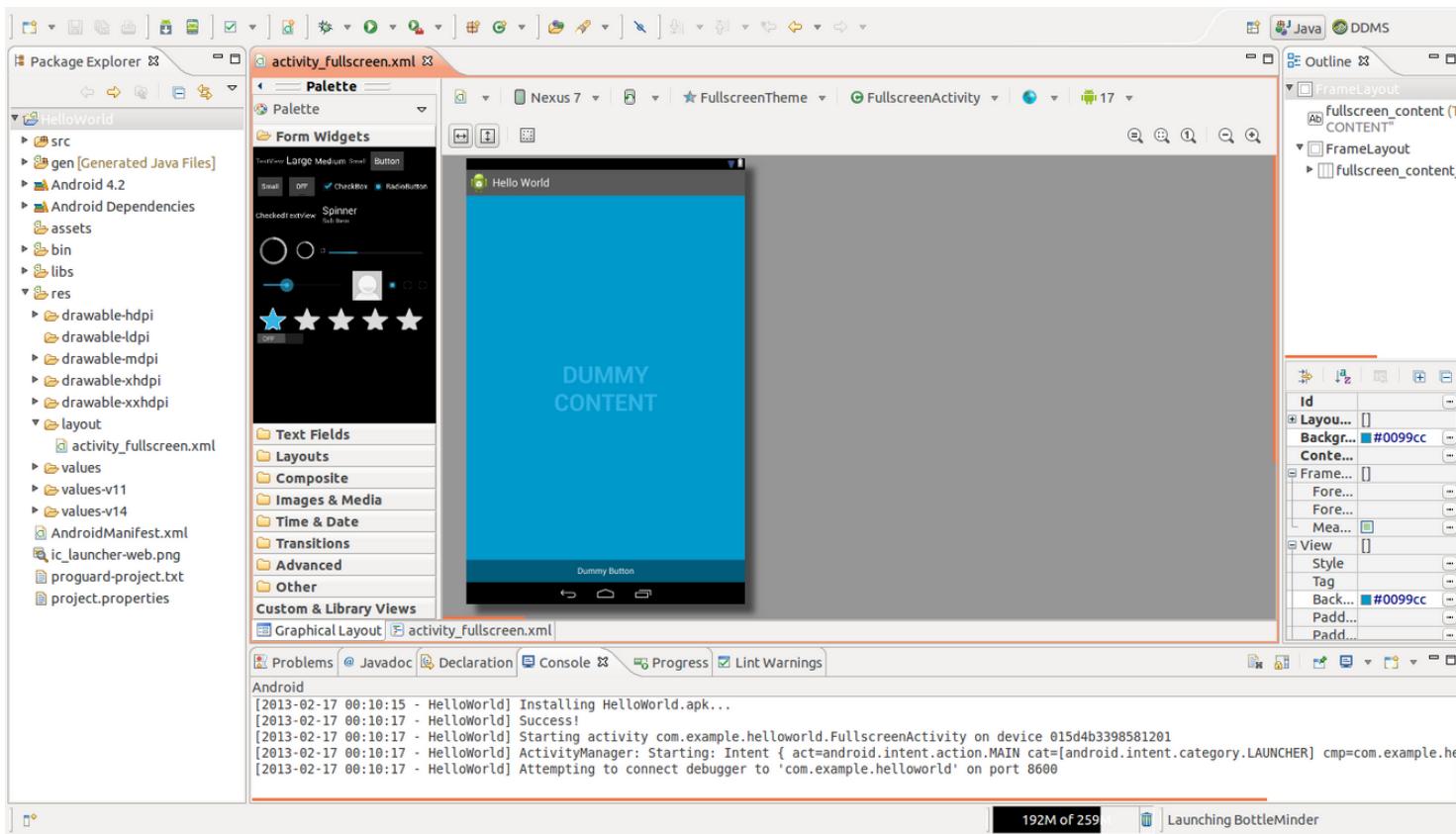
Environment

- Android Studio:



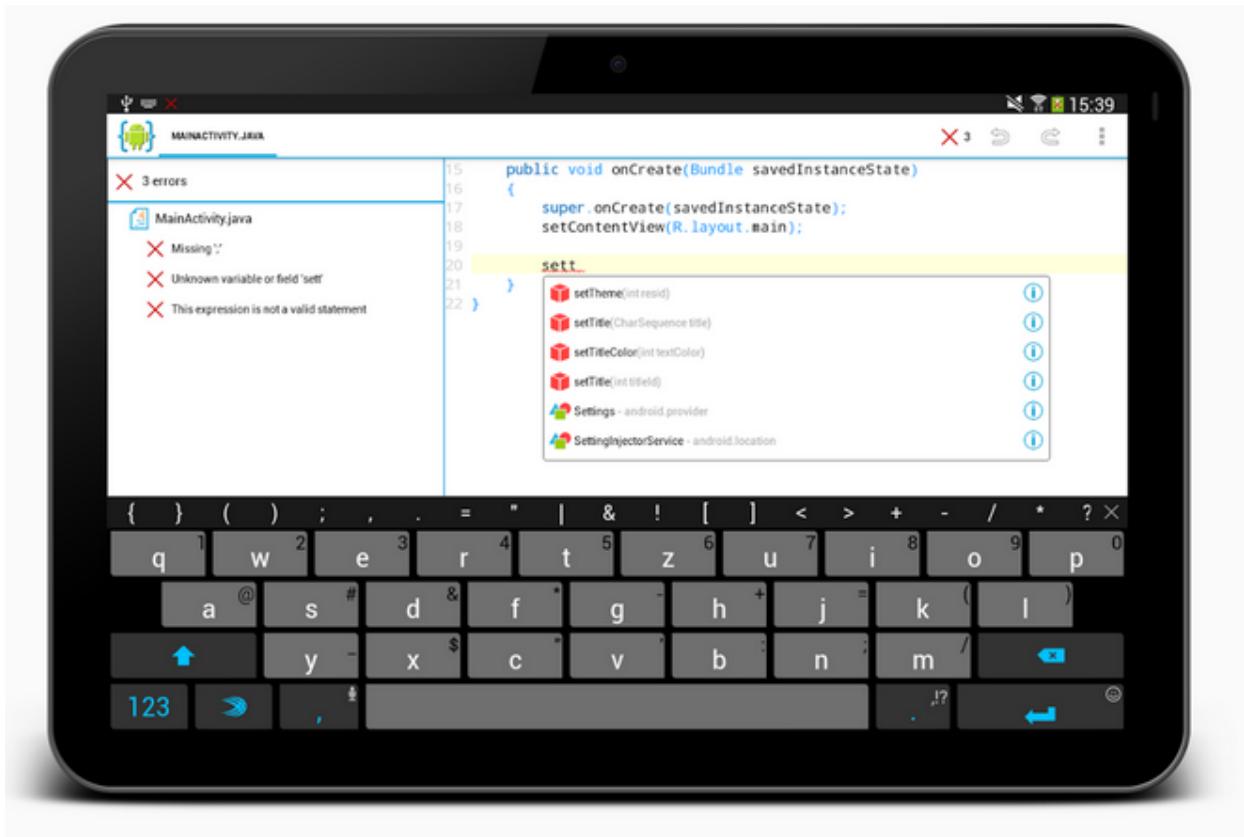
Environtment

- Android Developer Tools:



Environtment

- AIDE - Android IDE:



End

Question?