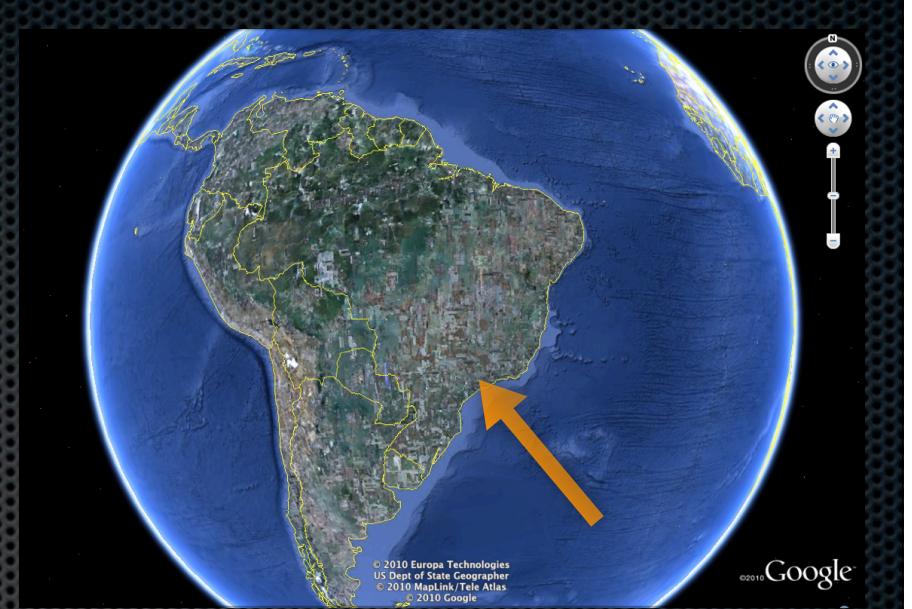


Mobile Application Programming: Android

Introduction

My Interests

- Computer Graphics
- CTO Pixio Software
- Wrote MobileFinder for the iOS 1.4 jailbroken SDK
- Co-founded the UofU iPhone Group in 2007
- Lived in Brazil and speak Brazilian Portuguese
- Send balloons to 100,000 feet and take pictures
- Read US revolutionary biographies, fantasy, and sci-fi



Course Website

U

campus: a to z index | map | directory | calendar

HOME | SCHEDULE | PROGRAMMING

Home Page

Class Schedule

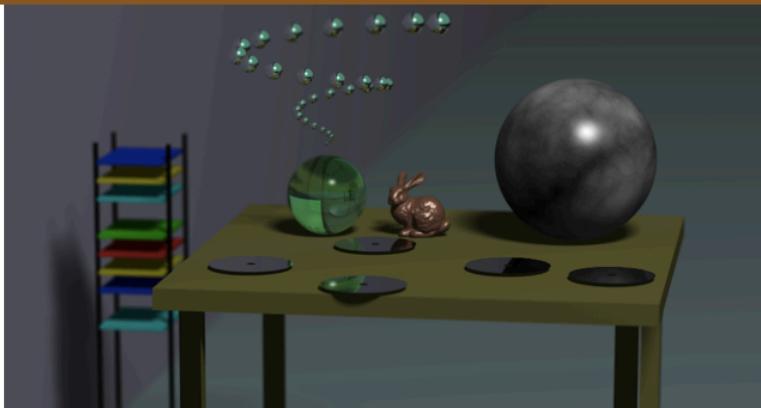
Programming

RELATED WEBSITES

OpenGL Redbook Online

iTunes U (link TBA)

2011 Class Web Site



CS5600 - Introduction to Computer Graphics

INSTRUCTION

Instructor: Matt Stoker

Instructor Office Hours: Tuesday and Thursday 11AM-1PM in TBA

Teaching Assistant: Ben Jones

Teaching Assistant Hours: TBA

COURSE CONTACT

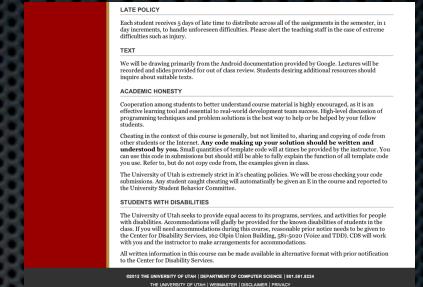
Website: <http://www.eng.utah.edu/~cs5600/>

Administrative: matt.stoker@gmail.com (please mail homework questions to the class TA)

<http://www.eng.utah.edu/~cs4962>

Cheating Policy

Cheating in the context of this course is generally, but not limited to, **sharing** and **copying** of code from other students or the Internet. Any code making up your solution should be **written** and **understood by you**. Small quantities of template code will at times be provided by the instructor. You can use this code in submissions but **should still be able to fully explain the function of all template code you use**. Refer to but **do not copy** code from the examples given in class.







Nokia N8



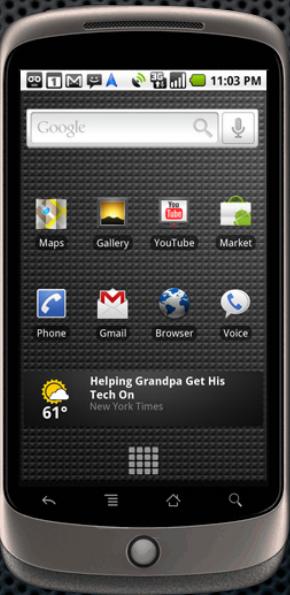
Palm Pre 2



iPhone 4



Blackberry Torch



Nexus One



Samsung Focus



Symbian^{^3}



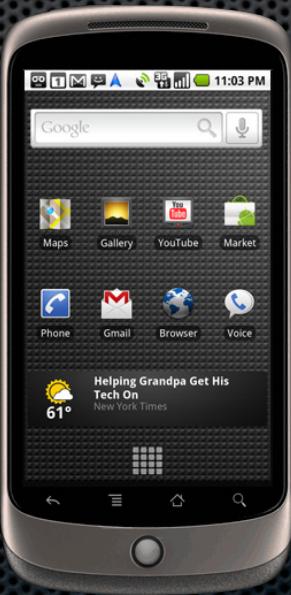
WebOS



iOS



Blackberry OS



Android



Windows Phone 7



C++/Java/WRT



HTML5/JavaScript/CSS



Objective-C



Java



Java



.NET (C#)



Symbian[^]3 SDK



Mojo SDK



Xcode



Blackberry JDE



Android Studio



.NET Framework



Symbian[^]3 SDK



Mojo SDK



Xcode



Blackberry JDE



Android Studio



.NET Framework



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

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



Activities

- Apps are composed of activities
- Activities are self-contained tasks made up of one screen-full of information
- Activities start one another and are destroyed commonly
- Apps can use activities belonging to another app
- Much more to come...

