CSCI3310 Mobile Computing & Application Development

Dr. CHUI Yim Pan

Computer Science & Engineering Department

The Chinese University of Hong Kong

Objective

- To understand issues uniquely related to mobile (or ubiquitous) computing
- To learn mobile OS architecture and its application development with focus in Android



 To learn programming paradigms for doing hands-on mobile computer programming



Prerequisites

- You should have studied data structure & algorithms course
- Solid Java programming experience
- Understanding of object-oriented concept

Personnel

Instructor

CHUI Yim Pan (ypchui@cse.cuhk.edu.hk),

Student Consultation

Mon 14:00 – 16:00

Zoom Meeting (on appointment)

cuhk.zoom.us/j/96684888237

TA

ZHAO, Yuxuan (<u>yxzaho21@cse.cuhk.edu.hk</u>) CHEN, Guojin (<u>gjchen21@cse.cuhk.edu.hk</u>)

Course email: csci3310@cse.cuhk.edu.hk

Venue and time

	Slot	Time	Venue
Lecture	T7-8	Tue 2:30pm – 4:15pm	Science Centre L3
Lecture	W5	Wed 12:30pm – 1:15pm	Humanities Building 114
Tutorial	W6	Wed 1:30pm – 2:15pm	Humanities Building 114

Some of the tutorials might be converted to software lab.

If necessary, double-session lab might be arranged. Note the announcement.

Topics

- Aspects in app development
- Android Platform
- User Interface & Graphics
- Global/Local Positioning
- Security issues

(Optional)

Sensors, Performance & Power, Kotlin etc.

Teaching material

 Lecture presentation slides are the main teaching materials.

No Textbook

Assessment

Participation (by uReply since week 3)	5%
Programming assignments (x3)	35%
Term-end Quiz	30%
Group Project (2-3 teammates)	30%

Quiz date (tentative): following the reading week

• Time & Venue: <u>to be announced</u>

Project 2-phase Schedule (tentative):

• Proposal: <u>around term middle</u>

Final submission: before semester end

Academic Honesty

- NO PLAGIARISM 嚴禁抄功課
 - No copying from others
 - No "lending" your work to others
 - http://theory.stanford.edu/~aiken/moss/
 (for your eyes only)
- Every plagiarizing case will be reported to the Faculty.
- Read also:

http://www.cuhk.edu.hk/policy/academichonesty (CUHK) https://www.erg.cuhk.edu.hk/erg/AcademicHonesty (ERG)

Announcements & Assignments

 We are using Blackboard System as the main platform for communications

https://blackboard.cuhk.edu.hk

 Lecture notes, assignments & announcements are all made available through Blackboard

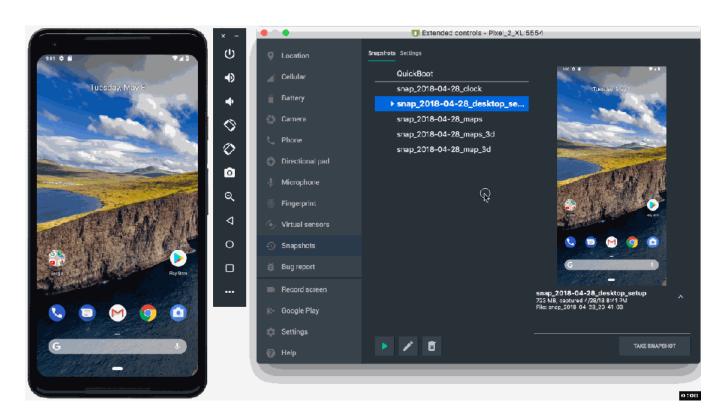
Forum is also used for course related discussions

Facilities

- For Android development, we use Android Studio as the official IDE
 - https://developer.android.com/studio
- Basically you can do it on your own PC or department PC lab
 - Android Studio 3.2.1 is installed in our department userapps share
- Physical Android Device is recommended but not required.
 - Budget Android tablet can be found here:
 https://www.androidauthority.com/cheap-android-tablets-268082/

Facilities

- Android Studio download Archive
 - https://developer.android.com/studio/archive.html



Reference

- Android Developer Portal https://developer.android.com/guide
- News blog dedicated to providing expert tips, news, reviews, Android Apps, Android Phones/Tablet, Rooting & Howtos

https://www.androidauthority.com/

 Most important is trying on the sample programs from the above resources, which is the only way to learn in a programming world!