Advantages and Disadvantages of Android

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0 Summary

This report will focus on analyzing the various positives and negatives that occur when developing software for Android when considered in the setting of this work term. Topics include the variety of android devices available in the market, as well as code development enviroment that is prevalent for writing Android software.

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2 Work Term Overview

The work term was carried out at BBMtek which develops and maintains the BBM Android and iPhone application, as well as develop the beta desktop version. The work term position was Android Software Developer (co-op) which consisted of working on new features, investigating issues that occur and fixing bugs that come up on the Android version of the application.

The company consists of multiple development teams that each work on their own cordoned off portions of the app, though there is frequent collaborations between teams when necessary. For the team which the work term took place in, the vast majority of responsibilities lied within the realm of messaging connectivity, so to do with creating and mainting a connection between the application and the servers responsible for broadcasting messages to devices. On a daily basis, the general work reponsibilties are to develop features and fixes for the next release, as well as look into issues that are raised by the support team so that causes and potential fixes to problems can be identified and applied.

There are multiple responsibilities that the position covers, all relating to software development. An example is changing the user interface of the notifications to have more actions, allowing you to add contacts or post without having to navigate through the app menus. Another would be conducting investigations into the application as to why certain people are not receiving messages, and proceeding to fix the underlying issue. On a weekly or biweekly basis, these responsibilities are cycled through as the Agile methodology progresses from stage to stage each sprint. This is to ensure that work done by developers is relevant, correct, and on track to be completed in a short time frame.

Overall, the company is a fairly standard software development environment with Agile standups every day, and progress meetings every week. The only real specifics are that the work term role is tied to Android and hence, Java and Kotlin, as well as the fact that the team's role is more focused around interaction between the client and server, not so much on the client interface and experience or any other part in particular.

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