



1. Pengantar Pemrograman Mobile

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TATA TERTIB PERKULIAHAN

1. Berpakaian yang rapi dan sopan
2. Waktu keterlambatan 15 menit
3. Apabila ijin harap menyertakan surat keterangan ke SIMERU
4. Hindari mengurus presensi di minggu ke-13 dan 14
5. Boleh makan dan minum di kelas selama dapat menjaga kebersihan kelas

Nama Mata Kuliah	:	Pemrograman Mobile												
Bobot	:	3 SKS → 2 SKS Teori & 1 SKS Praktikum (11 pert)												
Semester	:	V												
Kriteria Penilaian	:	<table border="1"><tr><td>Ujian Akhir Semester</td><td>20</td></tr><tr><td>Ujian Tengah Semester</td><td>20</td></tr><tr><td>Tugas Mingguan (Individu)</td><td>10</td></tr><tr><td>Tugas Akhir (Kelompok)</td><td>15</td></tr><tr><td>Uji Kompetensi</td><td>10</td></tr><tr><td>Praktikum</td><td>25</td></tr></table>	Ujian Akhir Semester	20	Ujian Tengah Semester	20	Tugas Mingguan (Individu)	10	Tugas Akhir (Kelompok)	15	Uji Kompetensi	10	Praktikum	25
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Tugas Akhir (Kelompok)	15													
Uji Kompetensi	10													
Praktikum	25													
Ketua Kelas	:													
Grup WA	:													

REVIEW

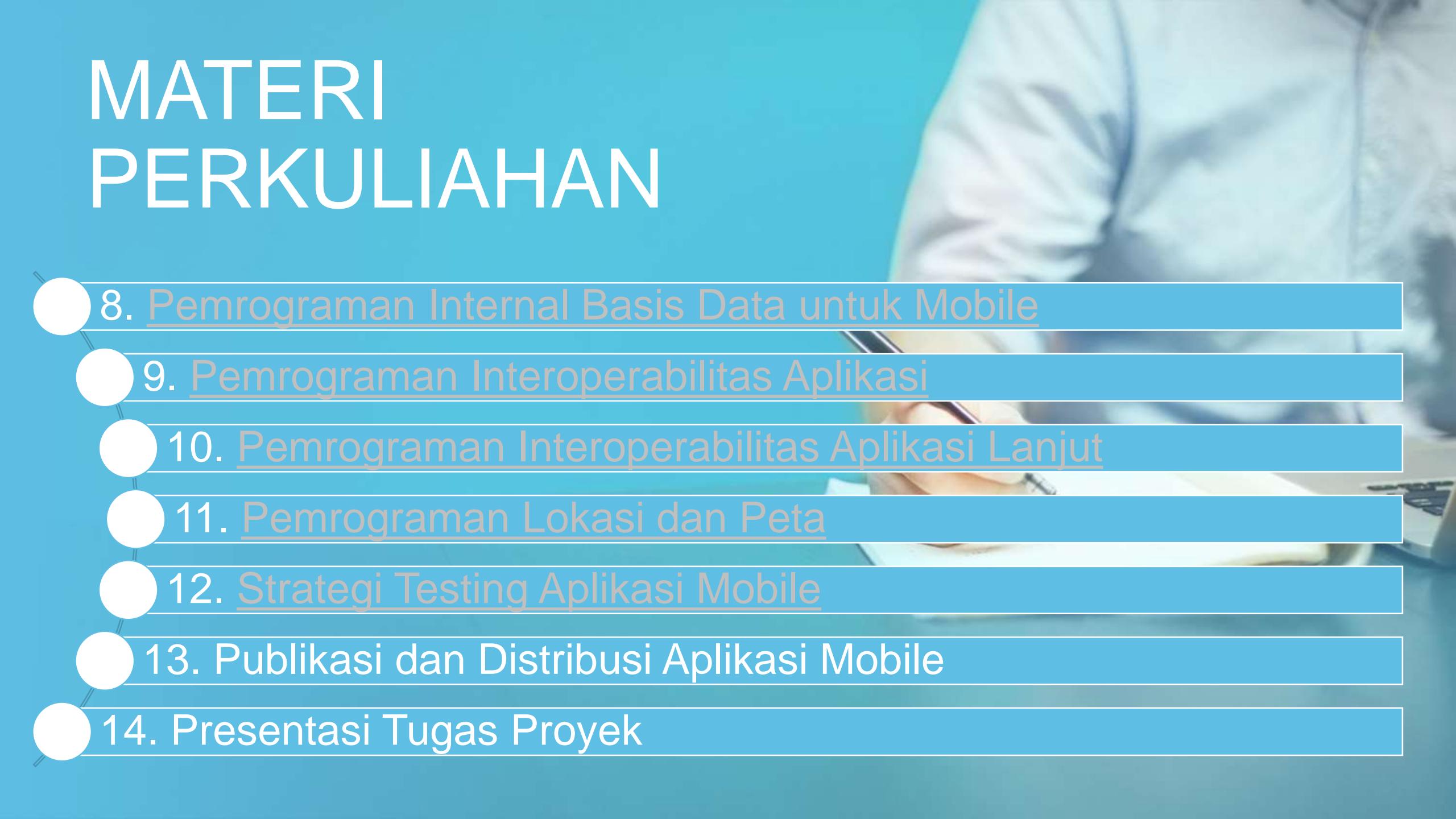
- Berbasis pemrograman (siap koding → java android)
- Tools Android Studio(min RAM 4Gb) atau eclipse (min RAM 2Gb)
- Akan ada tugas individu & kelompok
- Tugas kelompok menyelesaikan kasus dimana kasus yang dipilih akan dikerjakan selama praktikum & dipresentasikan di pertemuan terakhir kuliah (waktu & model presentasi tentative)
- Model praktikum tdk lagi mengerjakan pretest di Lab, melainkan dikerjakan melalui e-learning / Google Form dengan waktu mengerjakan maks 1 hari sebelum pertemuan kuliah pada setiap minggunya.



MATERI PERKULIAHAN

- 
- 1. Pengantar Pemrograman Mobile
 - 2. Lingkungan Pengembang
 - 3. Pemrograman Antar Muka Pengguna
 - 4. Pemrograman Pola Antar Muka Pengguna
 - 5. Activity Life Cycle
 - 6. Pemrograman Interaksi Antar Muka dengan Aktivitas
 - 7. Pemrograman Interaksi Antar Aplikasi Lain

MATERI PERKULIAHAN

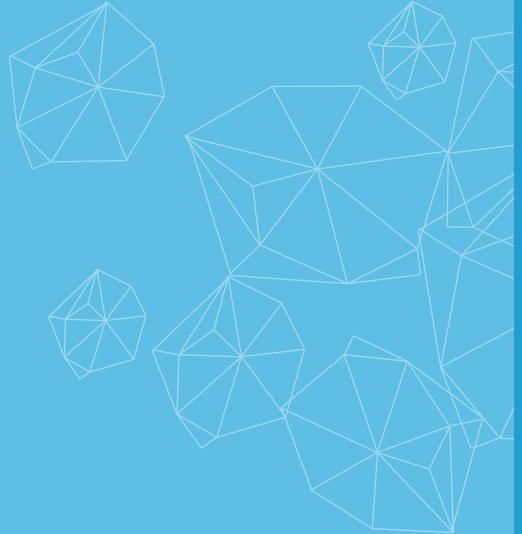
- 
- 8. Pemrograman Internal Basis Data untuk Mobile
 - 9. Pemrograman Interoperabilitas Aplikasi
 - 10. Pemrograman Interoperabilitas Aplikasi Lanjut
 - 11. Pemrograman Lokasi dan Peta
 - 12. Strategi Testing Aplikasi Mobile
 - 13. Publikasi dan Distribusi Aplikasi Mobile
 - 14. Presentasi Tugas Proyek

Materi Praktikum

1. Struktur Proyek android → pengenalan & instalasi.
2. Layout → pengenalan linear & relative layout
3. Pengenalan Widget form
4. Activity
5. Menu & UI Listener
6. Intent → implicit & eksplisit intent
7. Fragment
8. Koneksi database → internal database SQLite
9. Web Service → akses DB eksternal
10. Consuming web service



Tugas Mingguan



- Tugas Mingguan akan diberikan per minggu sebagai pengganti presensi
- Mahasiswa akan diminta mengerjakan kuis singkat via e-learning UAD
- Waktu pengerjaan maksimal 7 hari

Tugas Akhir



- Tugas Akhir berupa tugas kelompok (2 – 3 orang)
- Info lebih lanjut menyusul





2009

Cupcake
Android 1.5



2009

Donut
Android 1.6



2009

Eclair
Android 2.0/2.1



2010

Froyo
Android 2.2/2.2.3



2010

Gingerbread
Android 2.3/2.3.7



2011

Honeycomb
Android 3.0/3.2



2011

Ice Cream Sandwich
Android 4.0/4.0.4



2012

Jelly Bean
Android 4.1/4.3



2013

KitKat
Android 4.4



2014

Lollipop
Android 5.1



2015

ANDROID 6.0
MARSHMALLOW



2016

Android 7.0
NOUGAT



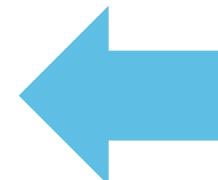
2017



22/8/2018



3/9/2019



Android SDK Manager

Packages Tools

SDK Path: C:\Program Files (x86)\Android\android-sdk

Packages

Name	API	Rev.	Status
Tools			
Android SDK Tools	18	2	Installed
Android SDK Platform-tools	11	1	Not installed
Android 4.0.3 (API15)			
Documentation for Android SDK	15	2	Not installed
SDK Platform	15	3	Not installed
Samples for SDK	15	2	Not installed
ARM EABI v7a System Image	15	2	Not installed
Google APIs	15	2	Not installed
Sources for Android SDK	15	2	Not installed
Android 4.0 (API14)			
Android 3.2 (API13)			
Android 3.1 (API12)			
Android 3.0 (API11)			

Show: Updates/New Installed Obsolete Select [New](#) or [Updates](#)Sort by: API level Repository[Deselect All](#)

Done loading packages.

Android SDK Manager

SDK Path: /Applications/Android Studio.app/sdk

Packages

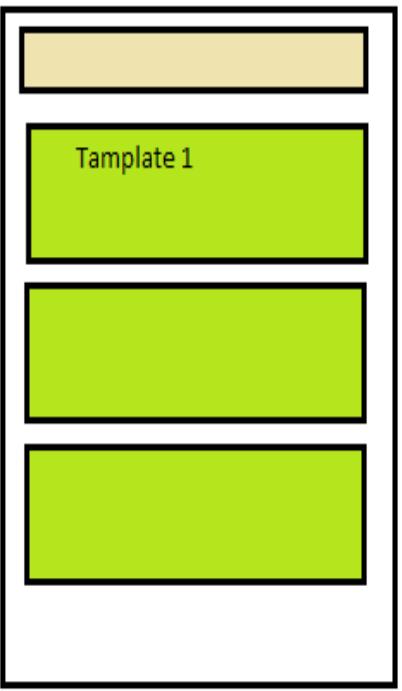
Name	API	Rev.	Status
Tools			
Android SDK Tools	22	2	Installed
Android SDK Platform-tools	17	2	Installed
Android SDK Build-tools	17	2	Installed
Android 4.2.2 (API 17)			
SDK Platform	17	2	Installed
ARM EABI v7a System Image	17	2	Installed
Google APIs	17	3	Installed
Android 4.1.2 (API 16)			
SDK Platform	16	4	Installed
ARM EABI v7a System Image	16	3	Installed
Google APIs	16	3	Installed
Sources for Android SDK	16	2	Installed
Android 2.3.3 (API 10)			
SDK Platform	10	2	Installed
Samples for SDK	10	1	Installed
Google APIs	10	2	Installed
Android 2.2 (API 8)			
SDK Platform	8	3	Installed
Samples for SDK	8	1	Installed
Google APIs	8	2	Installed
Extras			
Android Support Library	13	2	Installed

Show: Updates/New Installed Obsolete Select [New](#) or [Updates](#)[Install packages...](#)Sort by: API level Repository[Deselect All](#)[Delete packages...](#)

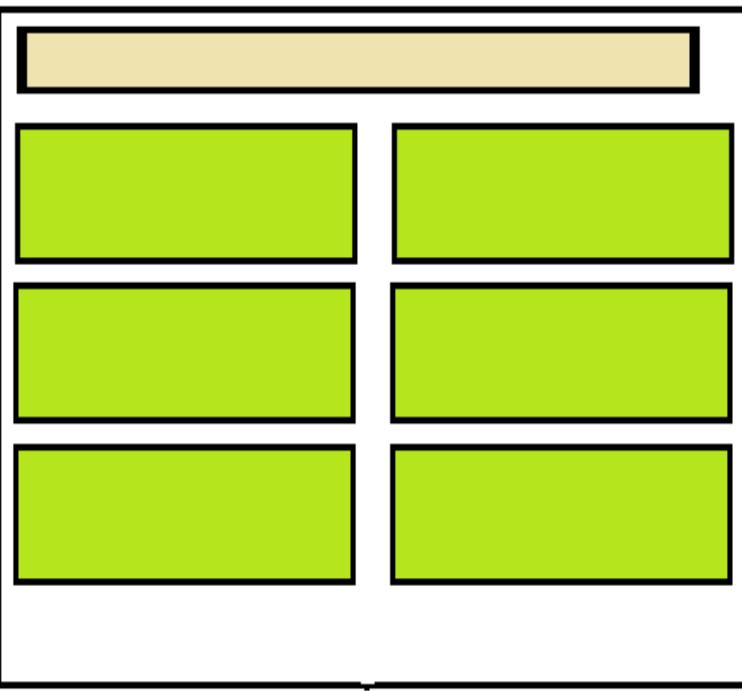
Done loading packages.

What I want to have in final:

Portrait



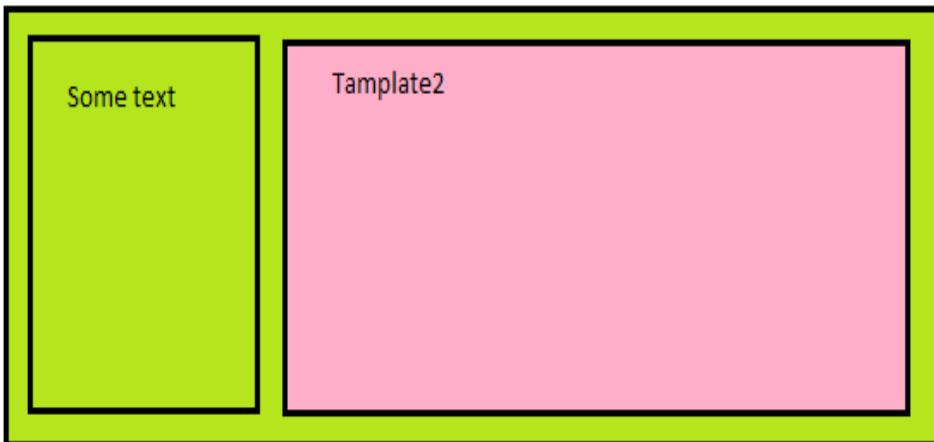
Landscape



Template3 Clickable . Contains TextViews



Template1:



Template2

- actually a costum list with a several items. Items count is known during application work, and can be different for different Template1.





CATEGORIES

Content creation
Content item
Context help
Dashboard

Dialogs
Dropdowns
Empty view
Invites

Lists
Login screens
Navigation
Notifications
Profile pages
Search

Settings
Signup

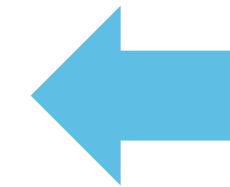
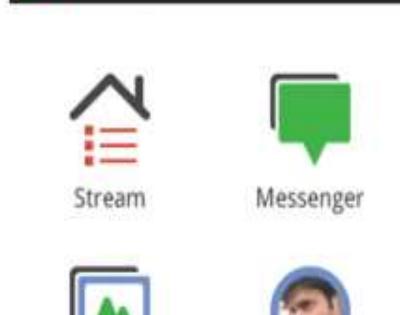
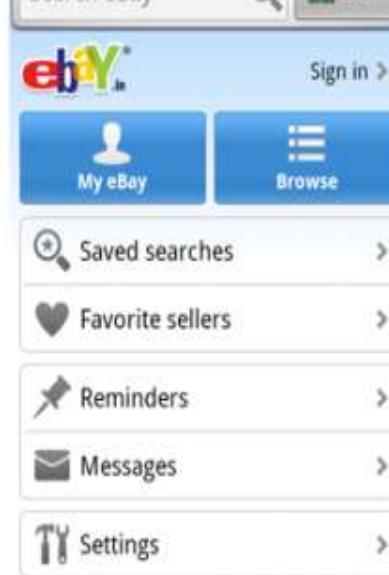
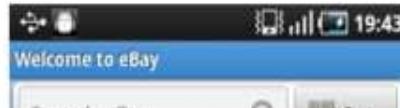
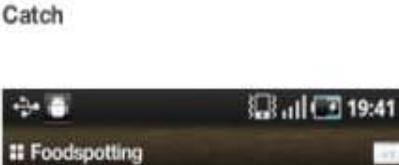
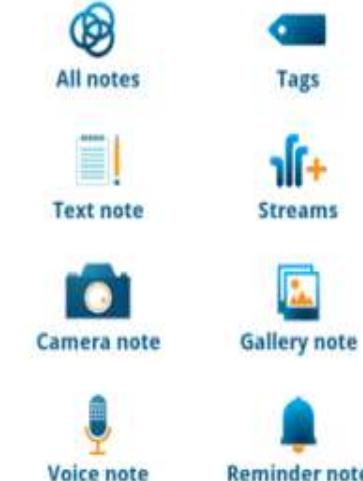
Splash pages
Streams
Tutorials

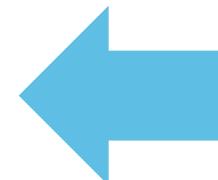
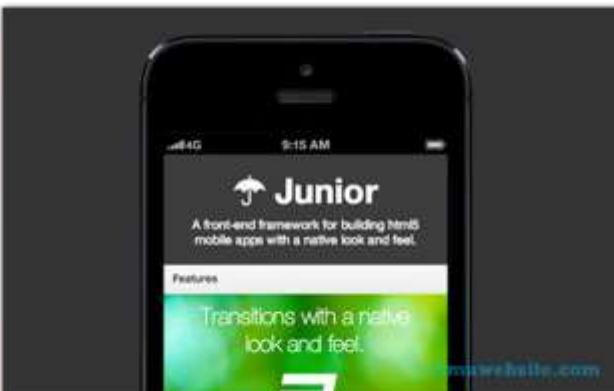
META

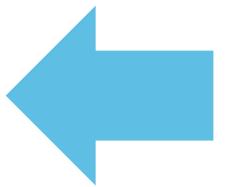
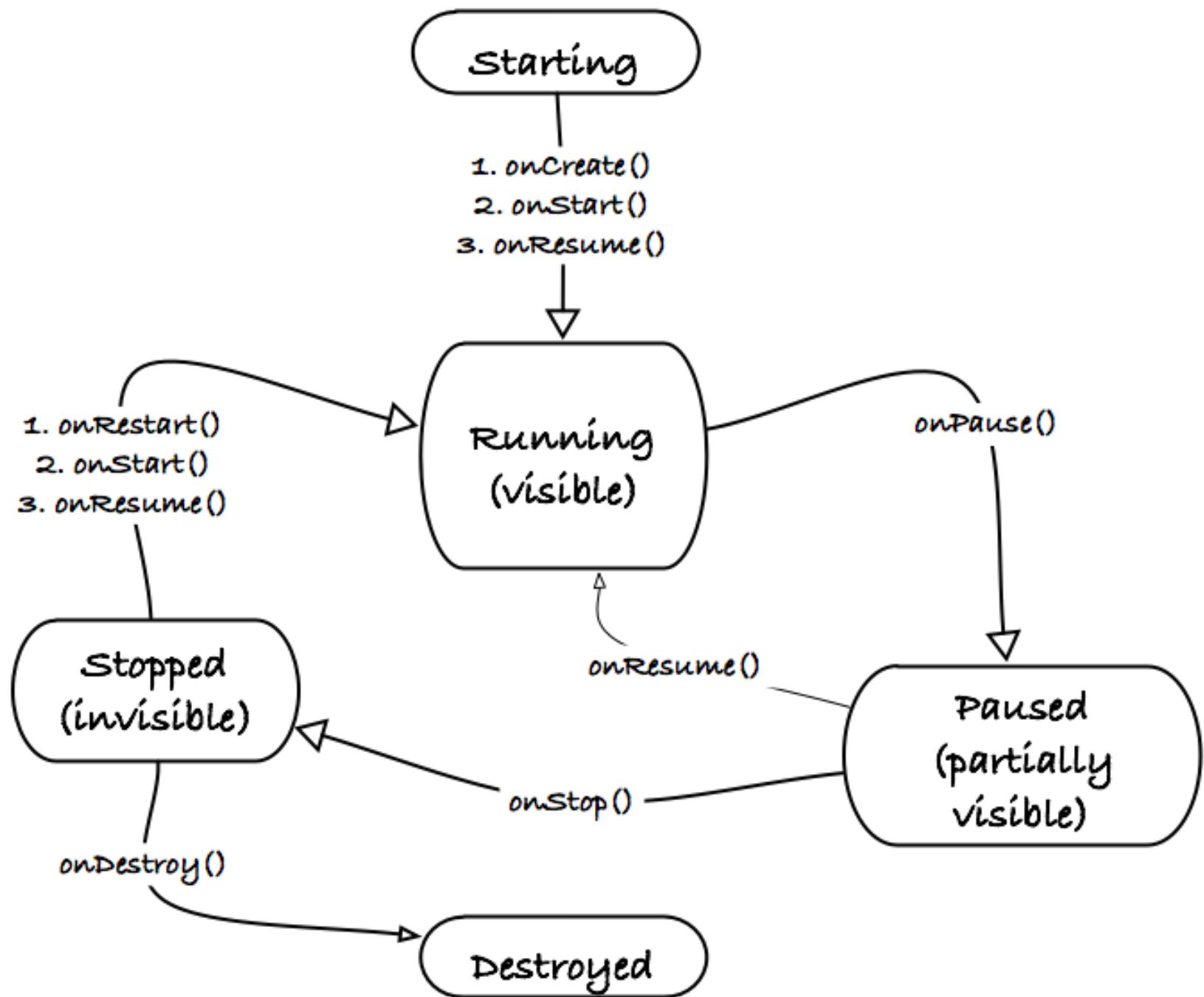
Submit a screenshot

@a85

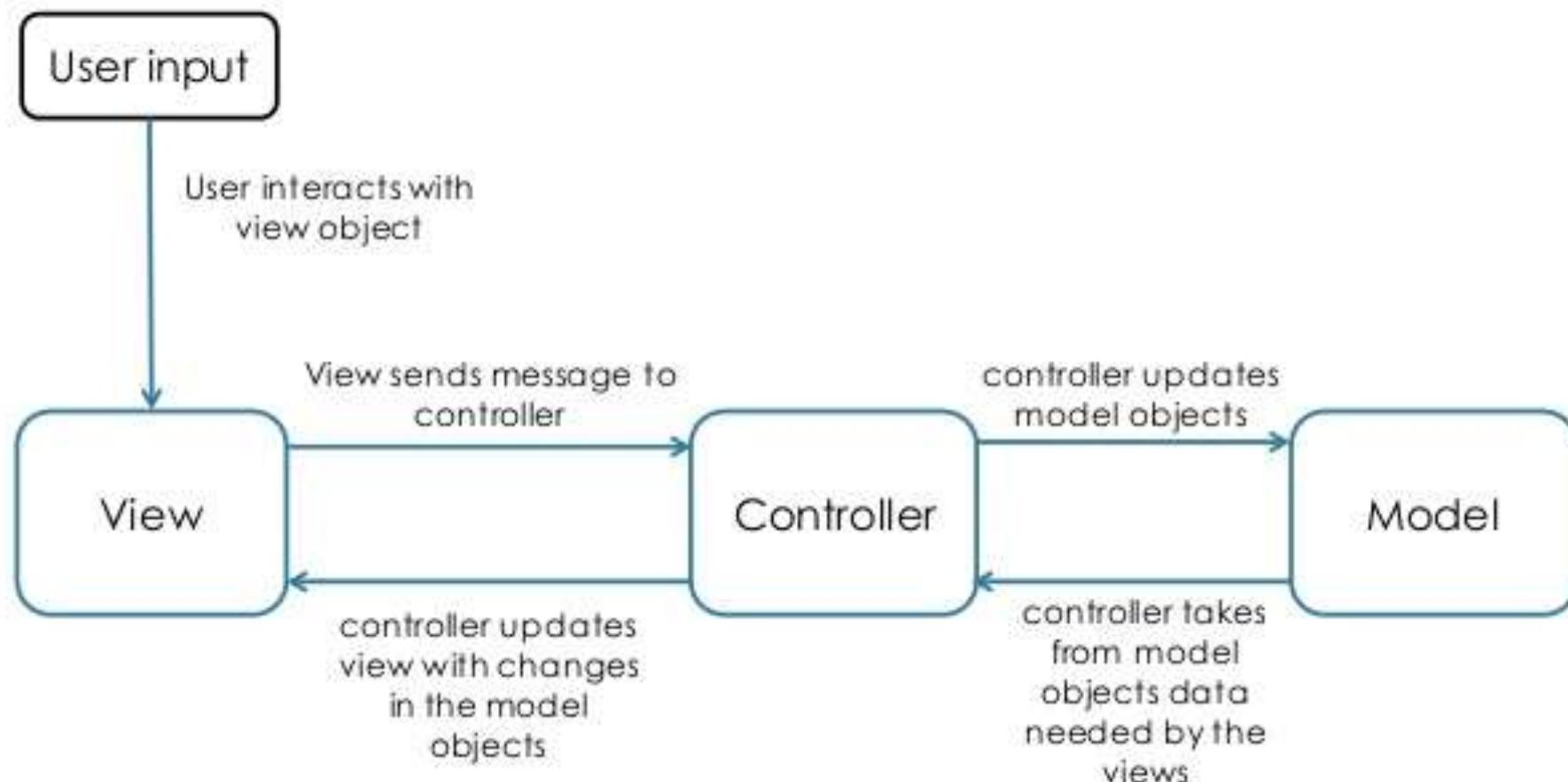
Tweet 85

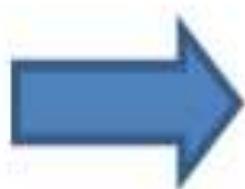






Android MVC declination

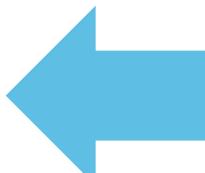


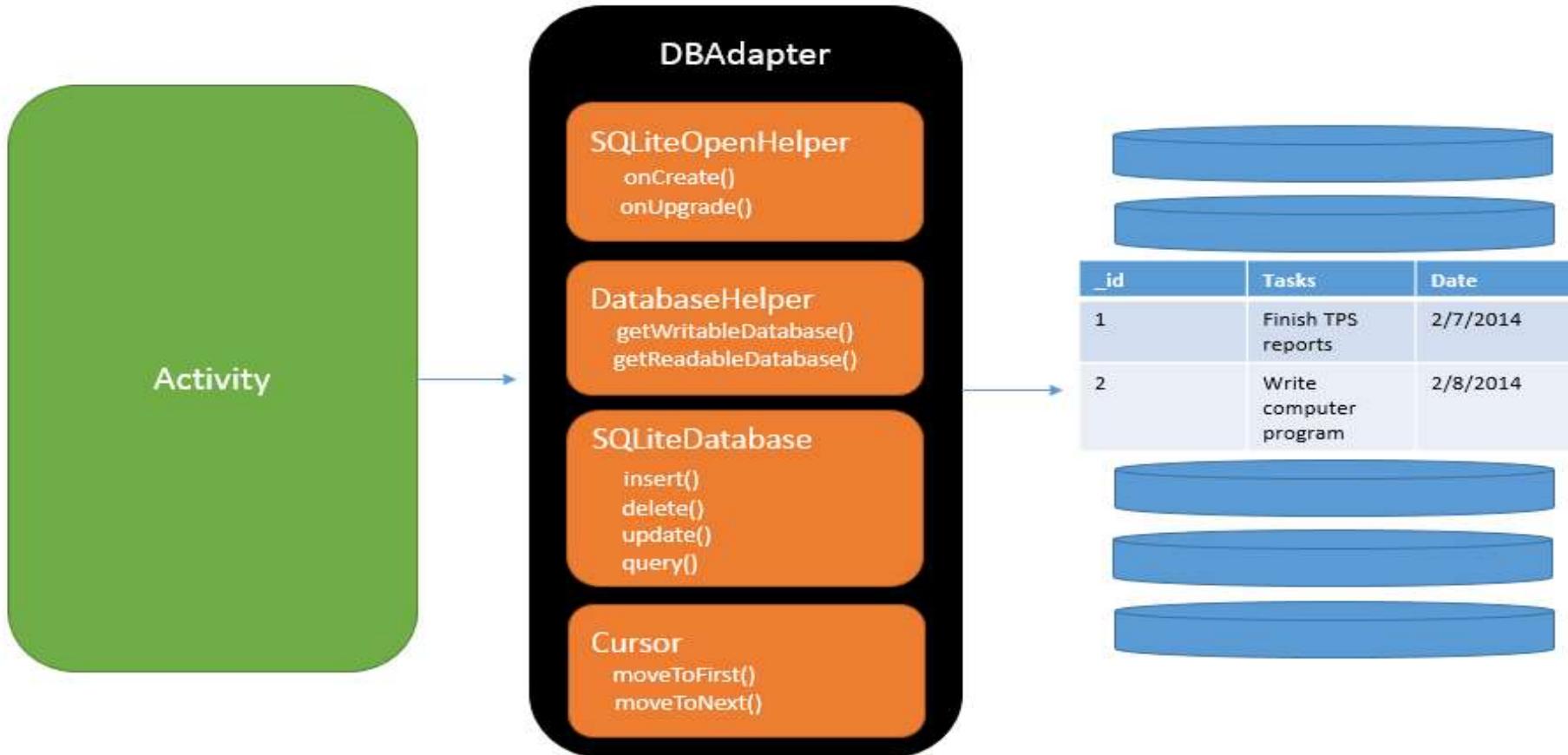


A screenshot of the Edureka! website. The URL "www.edureka.in" is visible in the address bar. The page features a large banner with the text "24x7 ACCESS TO LEARNING MATERIAL STAY CONNECTED ONLINE WITH PEERS AND INSTRUCTORS". To the right of the banner is a list of six features, each preceded by a green checkmark:

- ✓ 24x7 Access to Online Learning Content
- ✓ Online Classroom Sessions
- ✓ Assessments and Real World Projects
- ✓ Skype, Email and Telephone Support
- ✓ Learn with Peers and Experts

Below this list is a "Login with Facebook" button. At the bottom of the page, there is a footer with the text "Placement Readiness Courses" and the Edureka! logo.

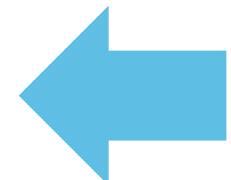




```

465 com.androi... DBAdapter com.androidexample.sqlite.AndroidSqliteExample
465 com.androi... Insert: Inserting ...
465 com.androi... Reading: Reading all contacts..
465 com.androi... Name: Id: 1 ,Name: Ravi ,Phone: 9100000000
465 com.androi... Name: Id: 2 ,Name: Srinivas ,Phone: 9199999999
465 com.androi... Name: Id: 3 ,Name: Tommy ,Phone: 9522222222
465 com.androi... Name: Id: 4 ,Name: Karthik ,Phone: 9533333333
465 com.androi... Name: Id: 5 ,Name: Shubham ,Phone: 9999999999
465 com.androi... Name: Id: 6 ,Name: Deny ,Phone: 8888888888
465 com.androi... Name: Id: 7 ,Name: Shanker ,Phone: 2222222222
465 com.androi... Name: Id: 8 ,Name: Sam ,Phone: 1111111111

```



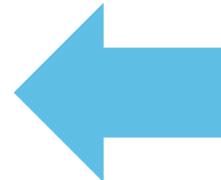
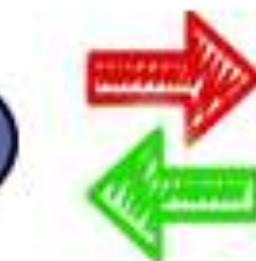
**ANDROID
APPLICATION**

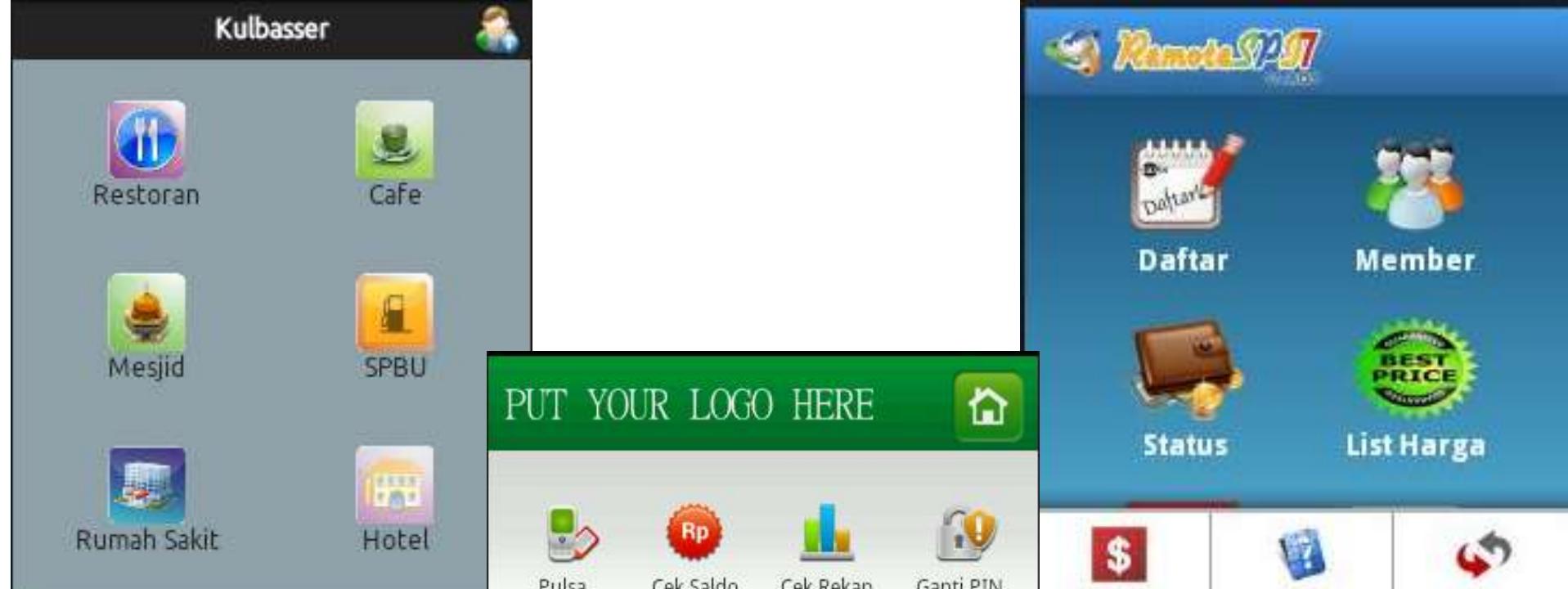


**PHP BASED
WEB SERVICE**



**MYSQL
DATABASE**







Pilih Meja

Meja 01

Meja 02

Meja 03

Meja 04

Meja 05

Meja 06

Meja 07

Meja 08

Meja 09

Refresh

Next



Pilih Item



Bakwan Korek



Bebek Krk ters



Cah Kangkung



Kangkung Korek



Kangkung Rindu



Kangkung Udang



Kepala Pusing



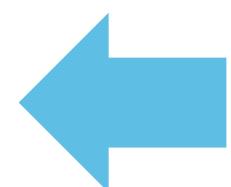
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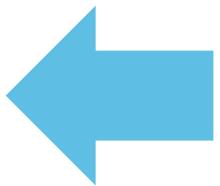


Nasi Goreng Be

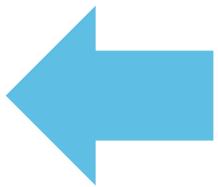
Batal

Next





Automate Mobile UI Testing





Thank you!