# Software for Mobile Devices

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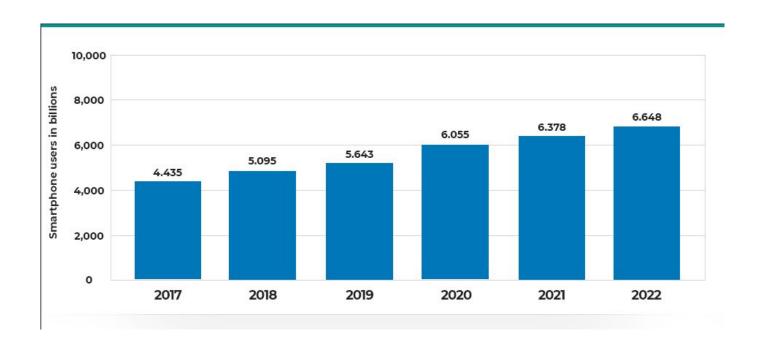
### Objective

- What is a mobile device?
- What are mobile software/ applications.
- What is Mobile application development?
- Overview of Mobile Architecture
- Application Platforms
- Introduction to Android platform

#### Mobile devices

- Featured phones
  - Calls
  - Sms
  - camera
- Smart Phones
  - Internet access
  - Social networking
  - Play games
- Millions of mobile users
- Communicate anywhere and anytime
- Private and personal

### Smartphone Users



# Mobile application Development

- application software
  - personal digital assistants
  - enterprise digital assistants
  - mobile phones.
- mobile software distribution platforms.
  - Pre-installed
  - Downloaded
- different platforms and programming languages
- Model-Driven development
  - the application itself and its structure
  - the business logic
  - the graphical user interface of the application

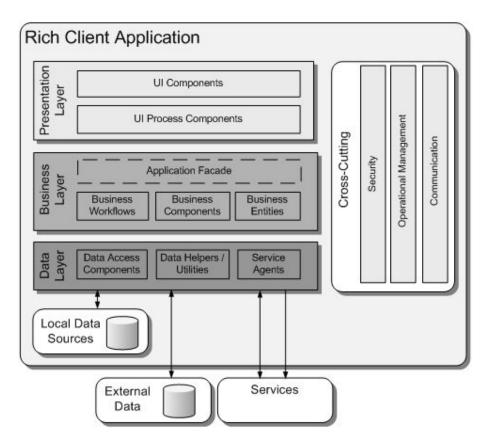
### Typical Applications

- Location Based Applications
- Mobile workforce & field workers
- Remote Employees Collaboration
- GPS Tracking & Dispatching
- Mobile Money Transfers
- Content Delivery & Publishing

# Mobile application development

- Application types
  - Native mobile application
  - Cross-platform mobile applications
  - Progressive web
- Development Platforms:
  - iOS
  - Android
  - Windows Mobile/Windows Phone 7
  - BlackBerry
  - Symbian platform
  - BREW

### **Application Architecture**



### Mobile Software Engineering Future

- Health Apps
- Internet Banking
- Educational apps
- Tourism apps
- Apps for businesses

# Introduction to Android Development

- Open software platform for mobile development
- offers a unified approach to developers
- A complete stack
- Powered by Linux operating system
- Fast application development in Java and Kotlin
- Open source under the Apache 2 license

### Why Android?



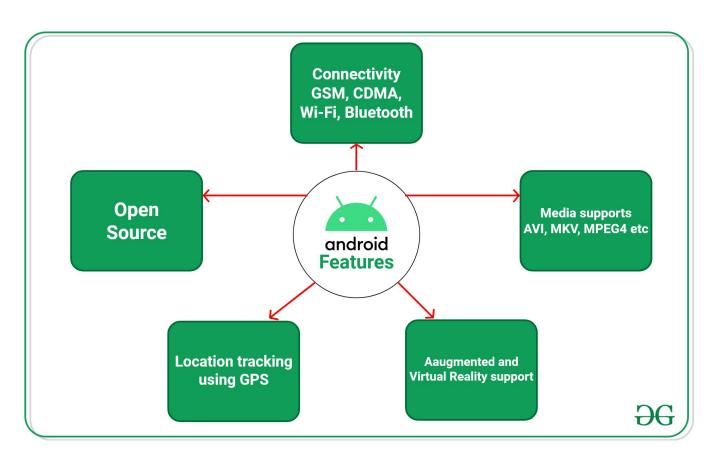
#### Development Tools

- Software Development Kit
- Android Studio Integrated Development Environment
- Target Devices
- Programming language
  - Java
  - Kotlin

### Target Devices



#### Features



#### References

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