Mobile Application Development
CSE 40333/60333
Spring 2011

Edward J. DeBartolo Hall 118
MWF  9:35 – 10:25 am
Mobile Application Development

Instructors:
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Mobile Application Development

• Course overview
  – Objectives
  – Project
  – Grading
  – Schedule
Mobile Application Development

- Mobile development platforms
  - Google Android
  - Apple iOS
  - RIM OS
  - Windows Mobile
  - Symbian OS
  - Palm webOS
Mobile Application Development

- Apple iOS
  - Objective-C
  - Xcode and iOS SDK

- Google Android
  - Built on modified Linux kernel
  - Dalvik virtual machine
  - Java user application programming
  - Android SDK
  - Eclipse with ADT plugin
Mobile Application Development

- Course lab facilities
  - Room: 355S Fitzpatrick
  - 7 Macs (NetID logins)
    - Xcode and iOS SDK
    - Android SDK
    - Eclipse with Android Development Tools (ADT) plugin
  - Android phones, iPod Touches
Mobile Application Development

- Assignment for next week
  - Read “Learning Objective-C: A Primer”
  - Implement “Hello World” tutorial for Android
    - Platform should already be installed
    - Stop at Upgrade the UI to an XML Layout step
    - See course website for lab info
  - Look at developer websites