

Mobile Application Development

CSE 40333/60333

Spring 2011

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

Mobile Application Development

Instructors:

Christopher Miller (miller.444@nd.edu)

Office: 214 Cushing (213 Cushing office hours)

Office hours : M 10:30 – 11:30 am

Th 2:00 – 3:00 pm

Patrick Flynn (flynn@nd.edu)

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Office hours : Tu 9:30 – 10:45 am

Christian Poellabauer (cpoellab@nd.edu)

Office: 354 Fitzpatrick

Office hours : M 1:00 – 2:00 pm

W 9:00 – 10:00 am

TA:

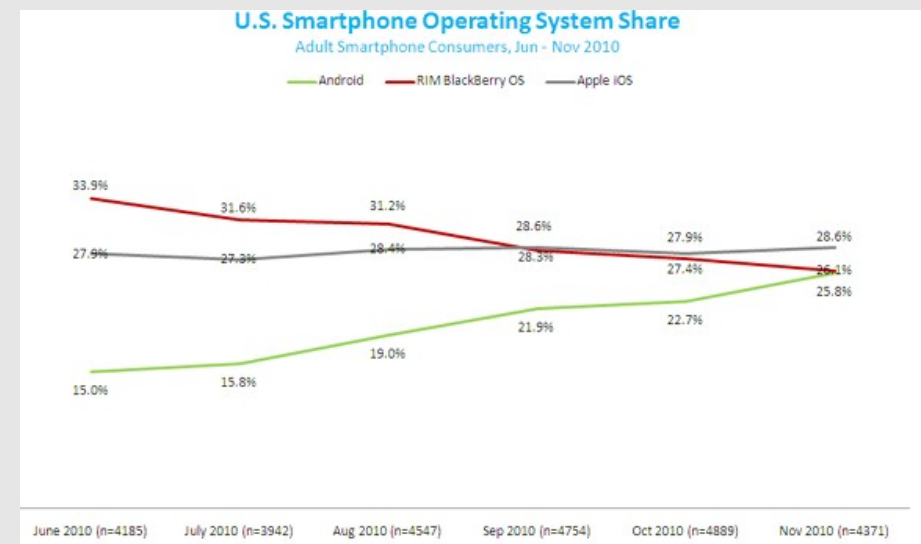
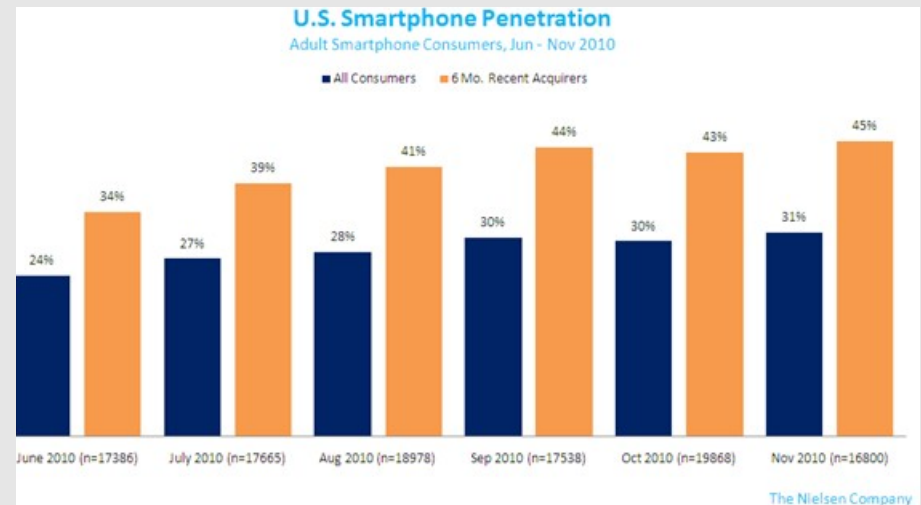
Hongsheng Lu (hlu@nd.edu)

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”
http://developer.apple.com/library/ios/#referencelibrary/GettingStarted/Learning_Objective-C_A_Primer/index.html
 - Implement “Hello World” tutorial for Android
<http://developer.android.com/resources/tutorials/hello-world.html>
 - 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
 - <http://developer.android.com/index.html>
 - <http://developer.apple.com/devcenter/ios/index.action>