

MOBILE COMPUTING

CSE 40814/60814
Spring 2021



Today: Course Project Details

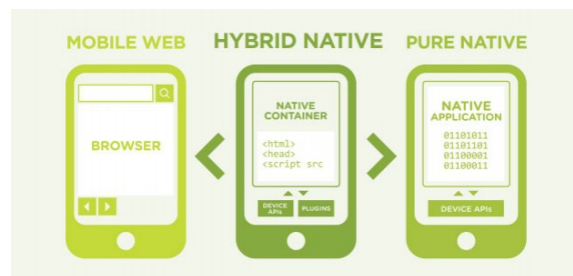
- Warm-up: couple of mini-projects to learn basics of mobile development
- ½-semester (group) project: project of your choosing
- If help needed identifying team members, let me know!
- Teams are expected to “produce more” than individuals!
- Project can align with your doctoral, MS, honor’s thesis, or other projects (e.g., participation in coding competition), but this must be disclosed in proposal and approved by instructor!
- Collaboration among students/teams encouraged, but extent of collaboration must be disclosed in reports!

“Platforms”



- Which platform to develop on?
- Answer: all of them!

Native vs. Web vs. Hybrid



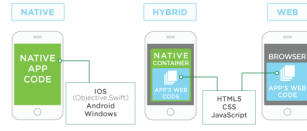
Native vs. Web vs. Hybrid

MOBILE APPS AT A GLANCE
NATIVE VS. HYBRID VS. WEB APPLICATIONS



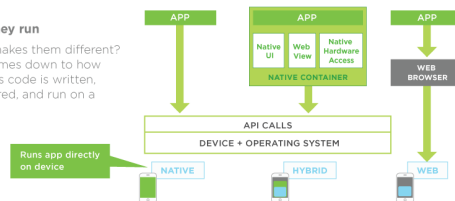
How they're structured

When it comes to building your mobile app, you have three options: native, web, or hybrid.



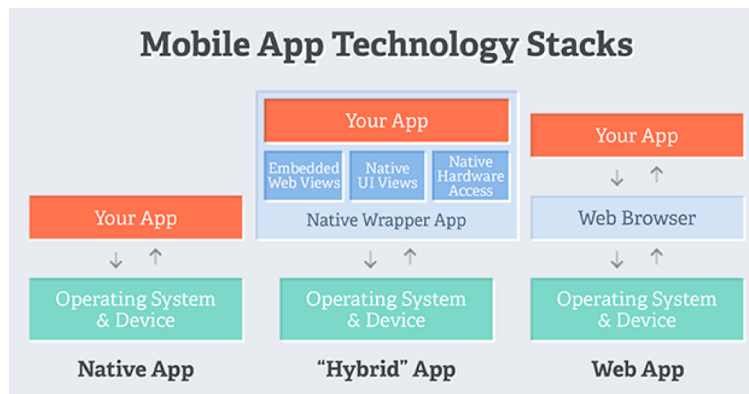
How they run

What makes them different? It all comes down to how an app's code is written, structured, and run on a device.

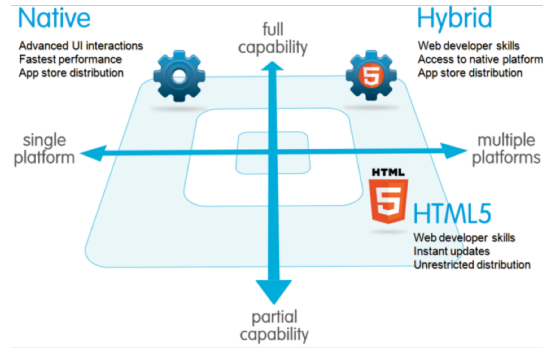


Native vs. Web vs. Hybrid

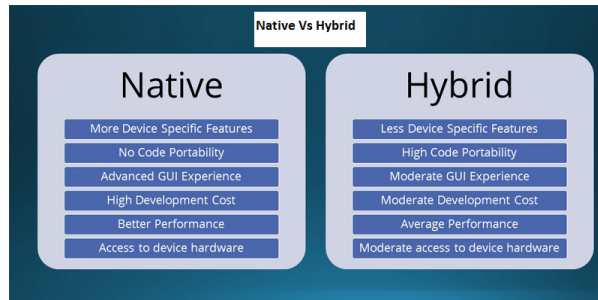
Mobile App Technology Stacks

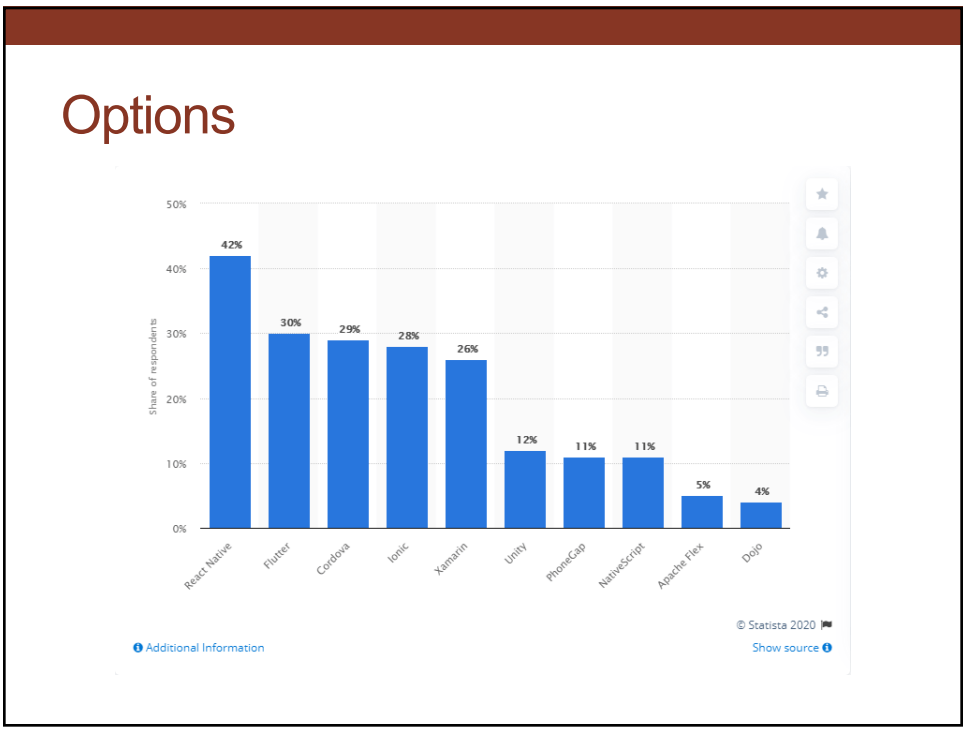


Native vs. Web vs. Hybrid



Native vs. Web vs. Hybrid





React Native

- Developed by Facebook, 2015
- Open-source JavaScript Programming Language
- Low Development Time
- Support for Third-Party Libraries
- Mobile Environments Performance
- NPM for Installation
- Responsive UI/UX
- Single Code Base
- React Native is UI-Focused
- Incorporate the functionality of other native apps

Ionic

- Open-source SDK for cross-platform mobile app development, 2013
- 'Native Like' Framework
- Strong Ecosystem
- Based on Apache Cordova
- Low learning curve
- Default UI That Is Easy to Customize
- Strong Community Support

PhoneGap

- Also known as 'Apache Cordova, 2010
- CSS, HTML, and JavaScript
- Better Access to Native APIs
- Flexibility using Web Technologies
- Robust Backend Support
- UI Libraries improving the User Interface
- Strong Community Base

Flutter

- Google, 2017
- Complete SDK
- Dart – simple and effective language targeted at Java programmers
- High performance
- Hot reload function for instantaneous updates
- Ready-made and custom widgets for fast UI coding
- Internationalization and accessibility

ATTRIBUTE	React Native	ionic	Flutter	PhoneGap
Creators	Facebook	Drifty Co.	Google	Adobe
Programming Language	JavaScript + Swift, Objective-C or Java	HTML5, CSS and JavaScript + Typescript	Dart	HTML, HTML5, CSS and JavaScript
Performance	Close-to-native ★★★★	Moderate ★★	Amazing ★★★★★	Moderate ★★
GUI	Use native UI controllers	HTML, CSS	Use proprietary widgets and deliver amazing UI	HTML, CSS
Market and Community Support	Very strong 👑	Strong	Not very popular	Average
Use Cases	All apps	Simple apps	All apps	Simple apps
Code Reusability	90% of code is reusable	98% of code is reusable	50-90% (approx.) of code is reusable	50-80% (approx.) of code is reusable
Popular Apps	Facebook, Instagram, Airbnb, UberEats	Justwatch, Pacifica and Nationwide	Hamilton	FanReact, Untapped, Hockey Community
Pricing	Open-source	Open-source + Paid as well	Open-source	Open-source

Flutter Overview



- Flutter is a free and open-source mobile UI framework
- Created by Google and released in May 2017
- Native mobile app with only one codebase (no need to develop different apps for different platforms)
- High performance:
 - Dart compiles your code into native code
 - Flutter has its own widgets, avoids using OEM widgets (leads to reduced communication between app and platform, fewer compatibility issues, will work on future OS versions)
 - Hot reload
- Rapidly growing community of developers

Flutter Overview



- Easy way to build elegant, native apps for Android and Apple iOS
- Dart is (relatively) easy to learn
- Plenty of examples for almost every situation on the web (Google search)
- Plenty of software tools and cloud tools available for free from Google
- Good documentation and plenty of material on the web
- You can see your code at work almost simultaneously

Flutter is Declarative

```
Widget build(BuildContext context) {  
  return new Container(  
    height: 400.0,  
    padding: const EdgeInsets.all(8.0),  
    child: todos.isEmpty  
      ? new Text("empty, try to add something")  
      : new ListView(  
        children:  
          todos.map<Widget>((todo) => new Text(todo)).toList());  
}
```

Dart async/await

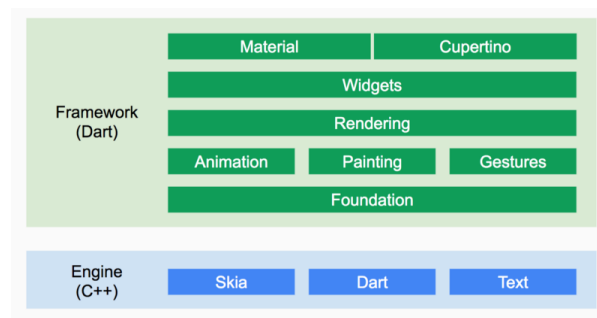
```

Widget build(BuildContext context) {
  return new FutureBuilder(
    future: loadData,
    builder: (context, snapshot) {
      switch (snapshot.connectionState) {
        case ConnectionState.done:
          return new Text(snapshot.data);
        case ConnectionState.waiting:
          return new
            CircularProgressIndicator();
      }
    });
}

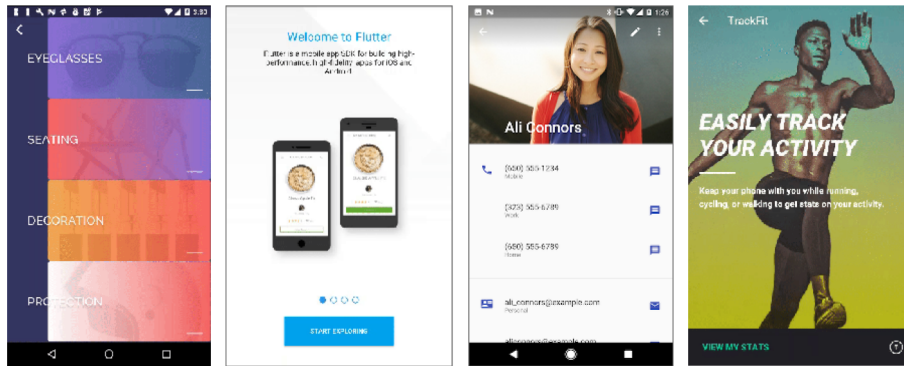
Future<Data> loadData() async {
  final json = await service.get();
  final data = await deserialize(json);
  return data;
}

```

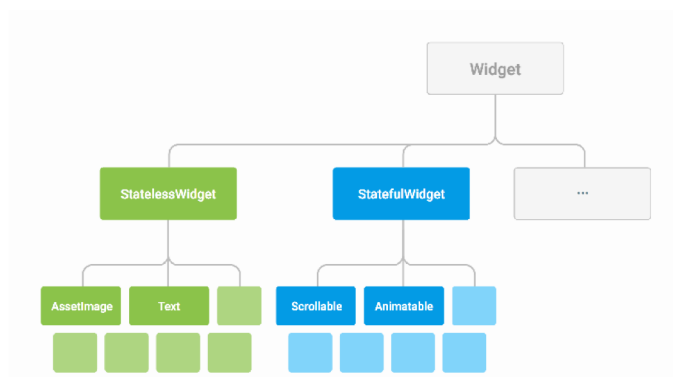
Flutter Overview



Everything is a Widget



Everything is a Widget



Stateless Widget

- Immutable
- Once created, it doesn't change

```
class HelloWorldScreen extends StatelessWidget {
  final String message = 'Hello world!';

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Center(
        child: Text(message),
      ),
    );
  }
}
```

Stateful Widget

- Have a "State"
- State - set of data held by a widget that can change in its lifetime

```
class CounterScreen extends StatefulWidget {
  @override
  _CounterScreenState createState() => _CounterScreenState();
}

class _CounterScreenState extends State<CounterScreen> {
  int _counter = 0;

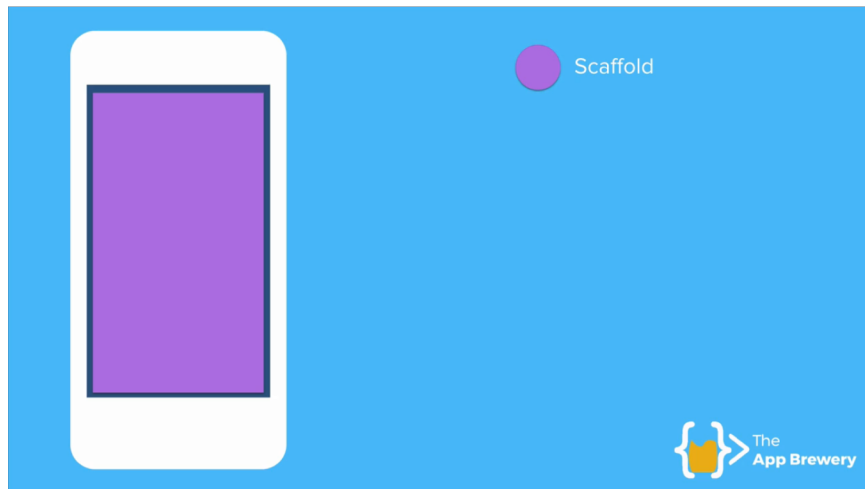
  void _increment() {
    setState(() {
      _counter++;
    });
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Counter Screen'),
      ),
      body: Column(
        children: <Widget>[
          Text('Counter is $_counter'),
          RaisedButton(
            child: Text('Increment'),
            onPressed: _increment,
          ),
        ],
      ),
    );
  }
}
```

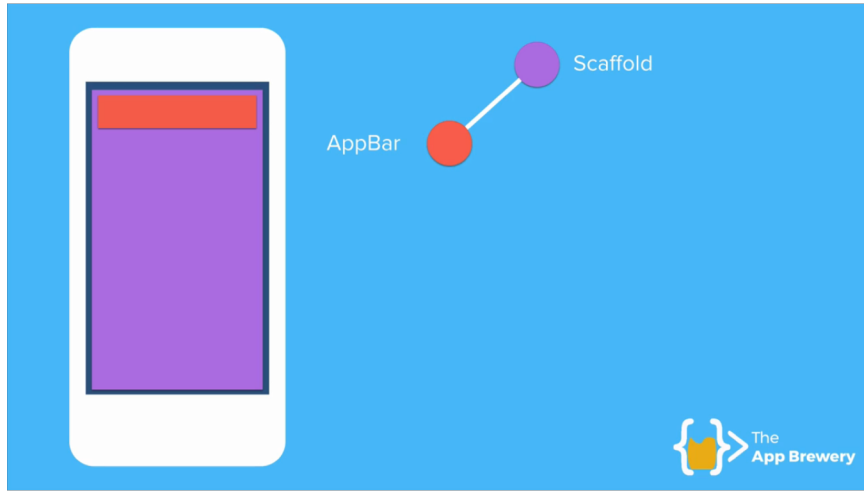
Anatomy of Flutter



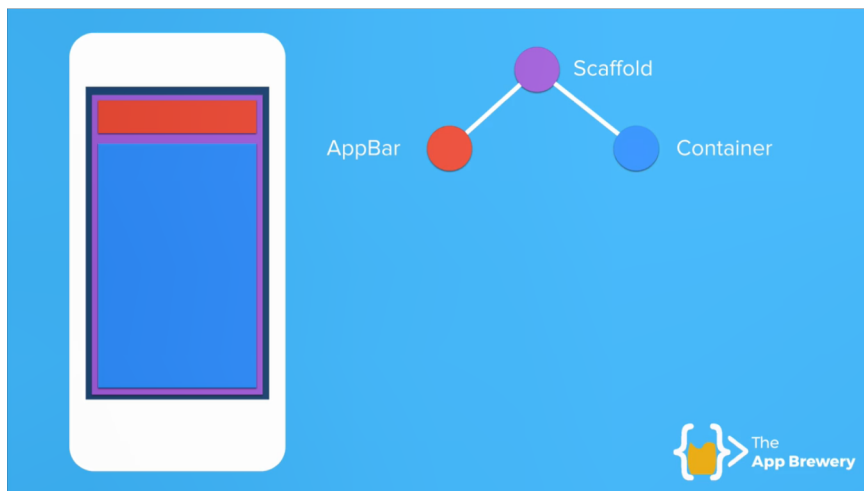
Anatomy of Flutter



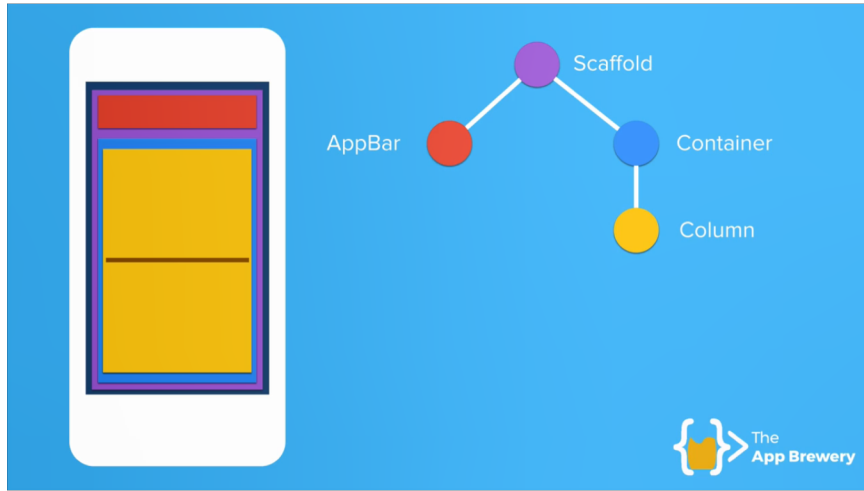
Anatomy of Flutter



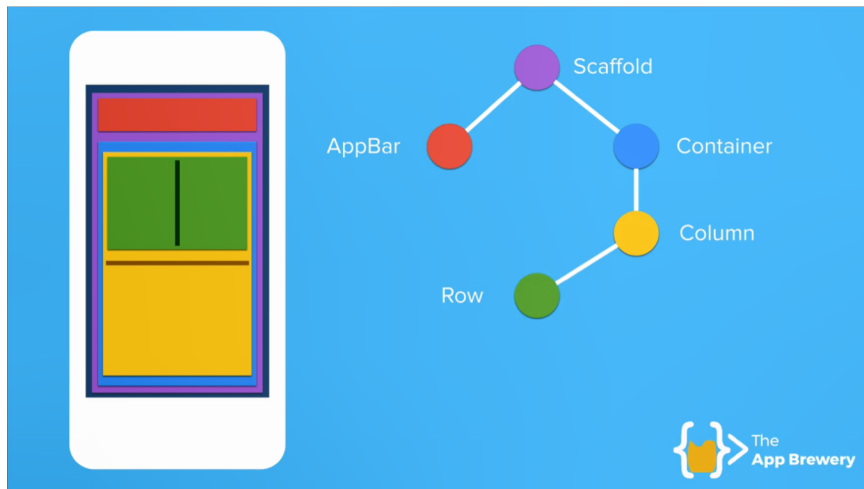
Anatomy of Flutter



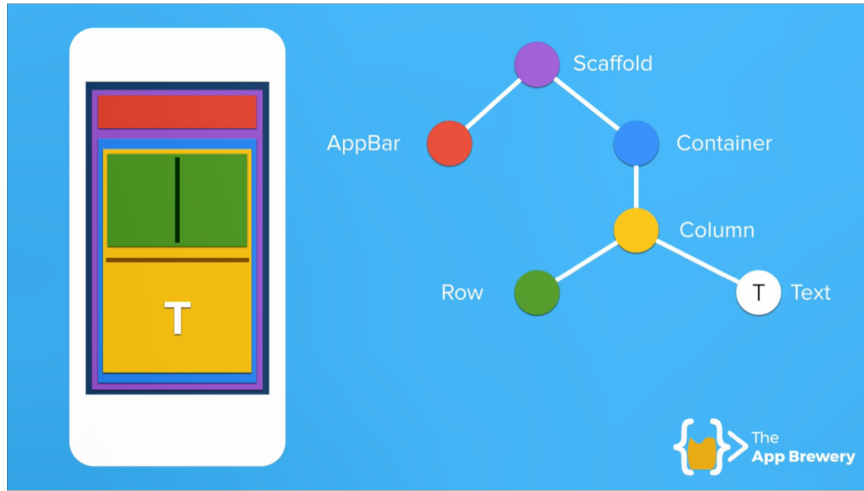
Anatomy of Flutter



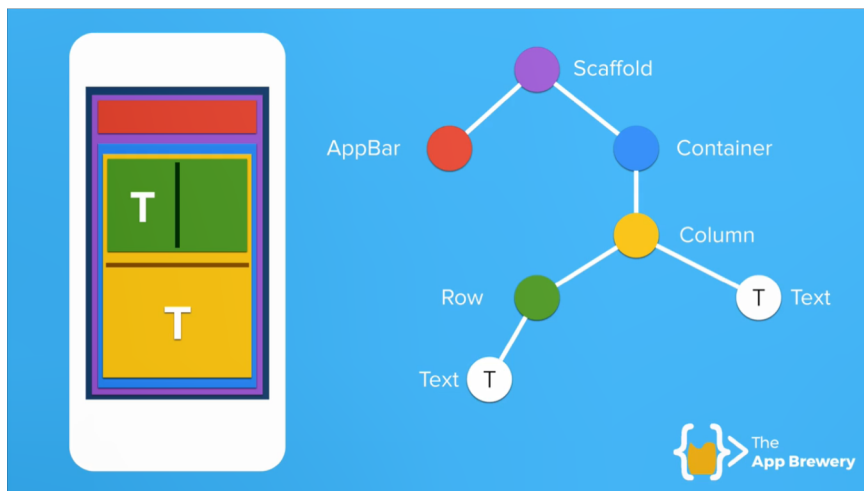
Anatomy of Flutter



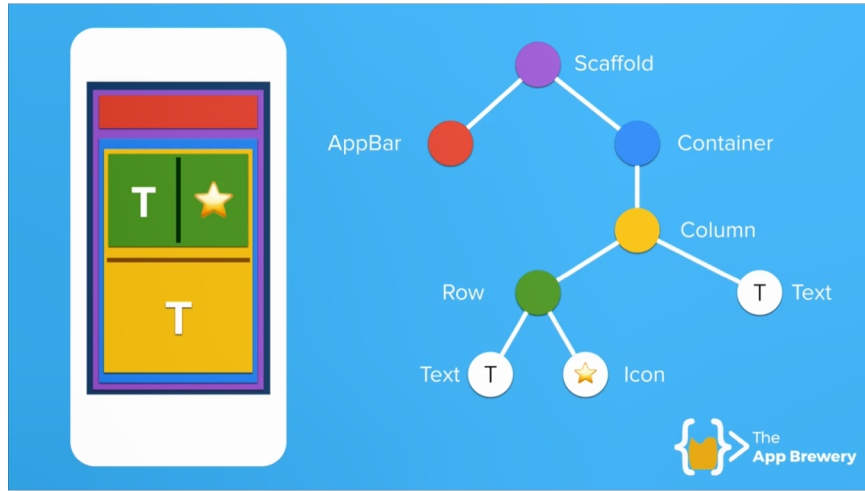
Anatomy of Flutter



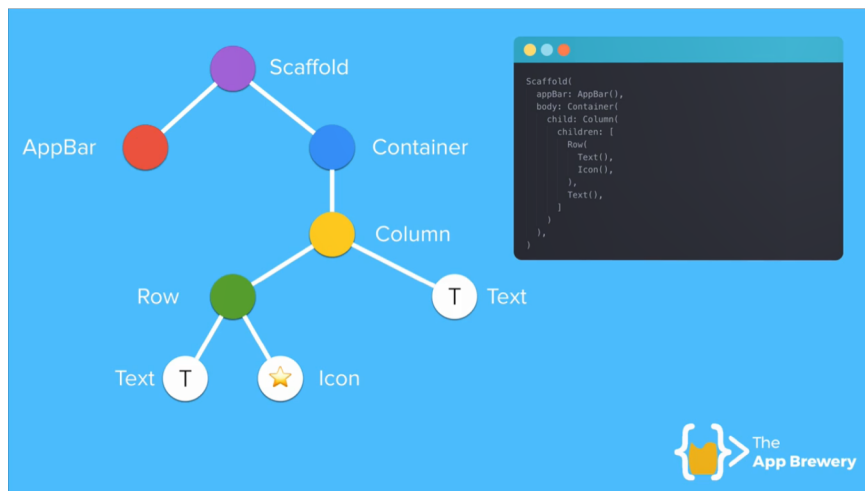
Anatomy of Flutter



Anatomy of Flutter



Anatomy of Flutter



My First Flutter App

- Install Flutter:
 - <https://flutter.dev/docs/get-started/install>
- Install your favorite editor:
 - <https://flutter.dev/docs/get-started/editor?tab=vscode>
- Test drive:
 - <https://flutter.dev/docs/get-started/test-drive?tab=vscode>
- My first app:
 - <https://flutter.dev/docs/get-started/codelab>
- Optional readings:
 - <https://flutter.dev/docs/get-started/learn-more>

My First Flutter App

- Deliverable:
 - Submit brief video (< 30 seconds) of your app in action (emulator or device) via Sakai
 - Submit brief document (max. 1 page, pdf), stating your name, people you worked with (and how), and describe any aspects of this project that caused you unusual difficulties (if appropriate); also describe if the project is incomplete or faulty (provide specifics about why you weren't able to complete the assignment)
 - Deadline: 2/17 11.59pm EST

Final Project

- Build upon your code from the mini projects to develop a complete mobile app that solves a problem of your choosing
- Project should have, at least, three “significant” features that go beyond what you developed for the mini projects

Potential Project Features

- Camera, microphone
- Accelerometer, gyroscope, barometer, magnetometer, ...
- Social media
- Back-end integration
- Networking/communication features, NFC/RFID
- Push notifications
- Input/output features; control of objects; etc.
- Location-awareness
- Touch, swipe, etc., interface
- Account management, sign up, log in
- Mobile payment
- Build/re-design new hardware; 3D print
- Augmented reality, virtual reality
- Exploits various senses
- Third-party frameworks, libraries, services, features, ...
- ...

Project Structure

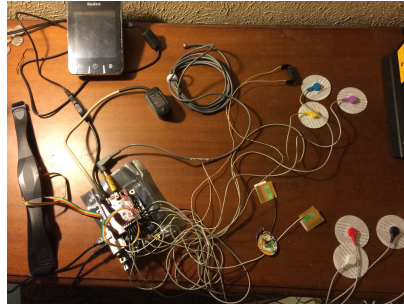
- Project proposal
- 2 written progress reports
 - Reports can also be used to adjust proposal if needed
- Final report, delivered with code
- Brief in-class demo/presentation of project

Project Samples

- The following slides show examples from previous years' courses on Mobile Computing, Pervasive Computing, Smart Health, etc. (so not examples are purely software and none of them was built using Flutter!)

Biometrics Sensing

- Electrocardiography
- Electromyography
- Galvanic skin response
- Blood pressure
- Body position
- Air flow
- Temperature
- Blood sugar



HelpHub

Carrier 11:57 PM

helpHUB

Need Help Will Help

Category: Food Delivery

Description:

Will Cost:

Will Pay:

Location:

Start At:

Done By:

Details:

Create Task

Carrier 9:34 PM

helpHUB

Need Help Will Help

Tutoring	Calculus Help
Alumni Hall Notre Dame	\$10
Dec 14 - 6:00 PM	Dec 14 - 9:00 PM
Food Delivery	Five Guy's
1855 vaness street sou...	\$5
Dec 19 - 5:00 PM	Dec 19 - 7:00 PM
Carpool	Ride To O'Hare
N Notre Dame Ave N...	\$20
Dec 21 - 3:00 PM	Dec 21 - 4:00 PM

Carrier 11:59 PM

Task

User: George - needs help

Category: Food Delivery

Description: Five Guy's

Cost: \$7

Tip: \$5

Location: 1855 vaness street sou...

Start At: Dec 19 - 5:00 PM

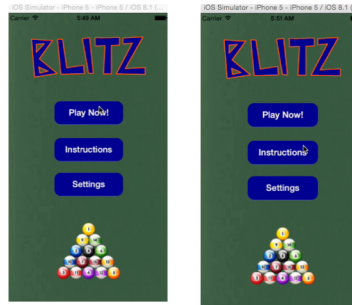
Done By: Dec 19 - 7:00 PM

Details: Cheese Burger and Fre...

Request Task

BlitzPool

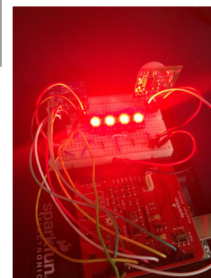
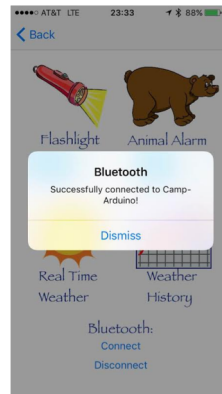
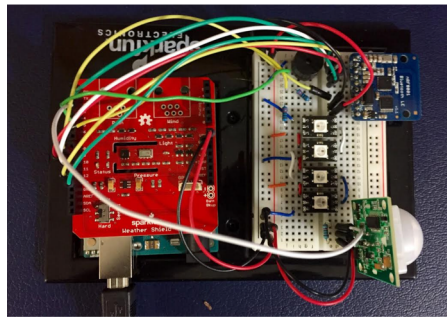
- Game engine
- Physics libraries
- Real-time features
- Game center



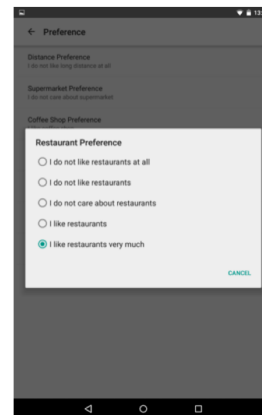
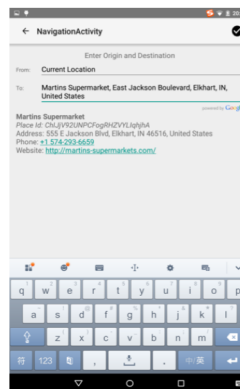
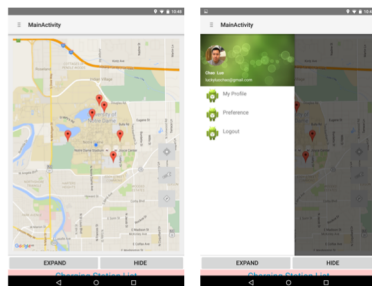
ND Sporter

- <https://www.youtube.com/watch?v=KxeTRTN0t10>

Camp-Arduino

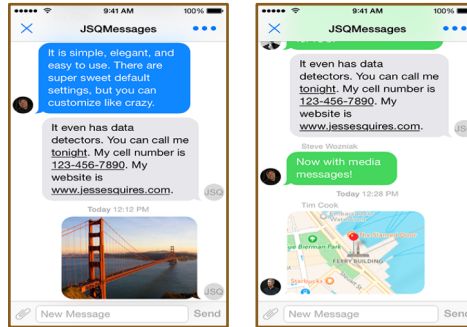


ChargeButler

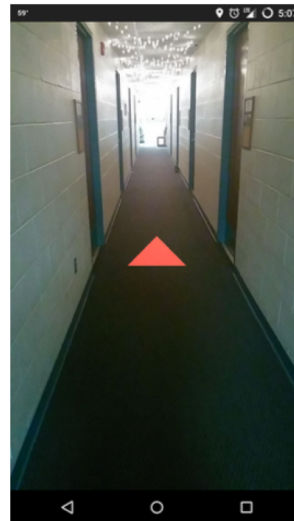
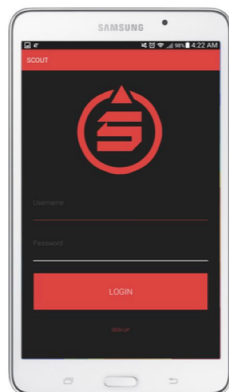


Pen Pal

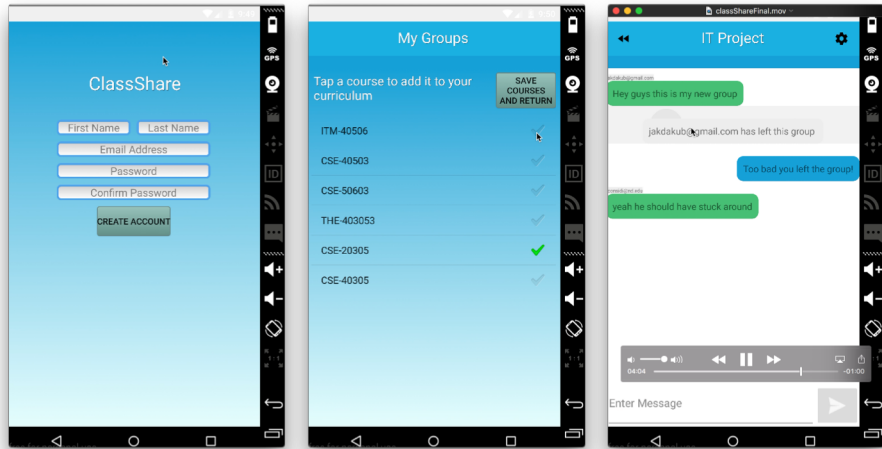
- Anonymous communication anytime based on location and/or interest.



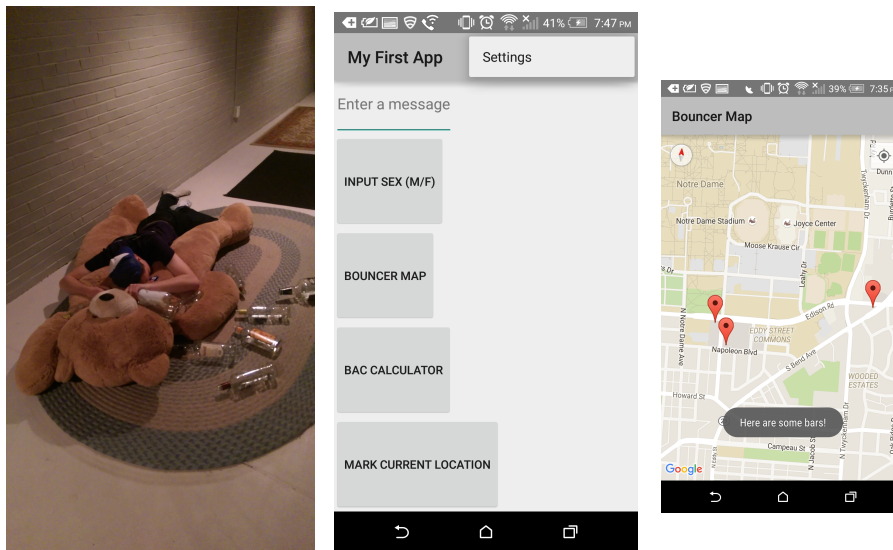
Scout



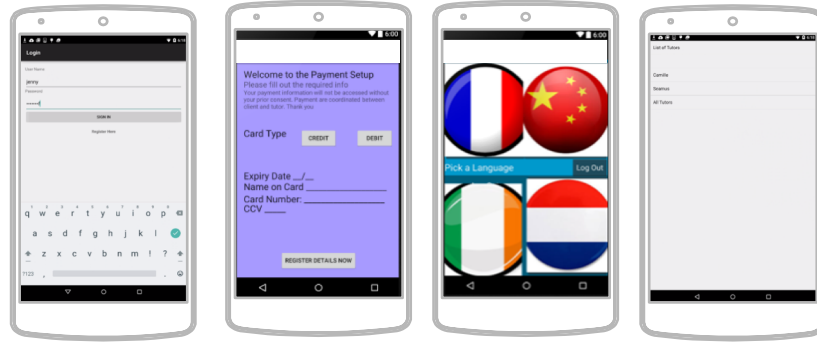
ClassShare




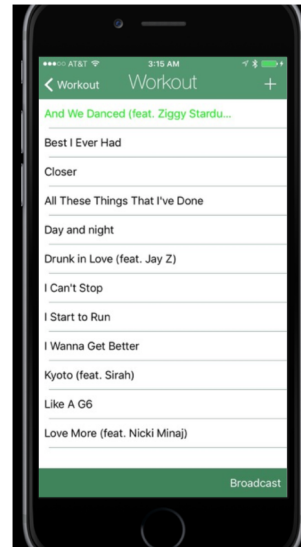
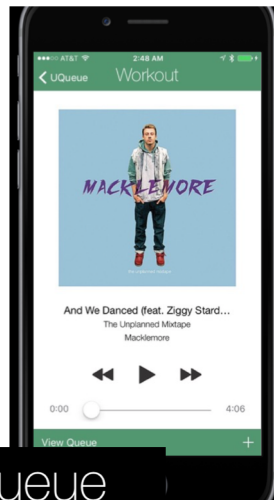
Bouncer



Hello App



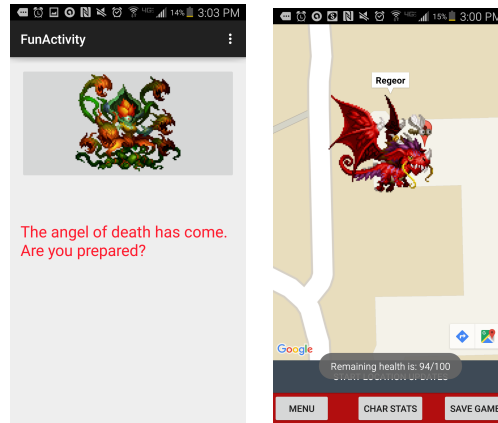
UQueue



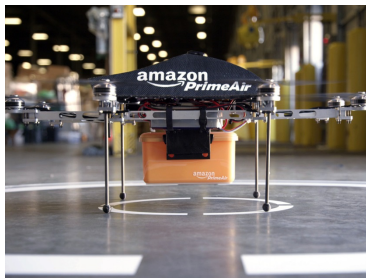
UQueue

- Broadcasting
- Likes/Dislikes
- Requests

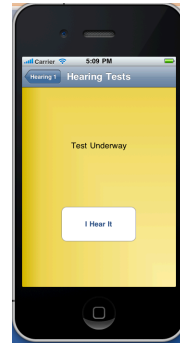
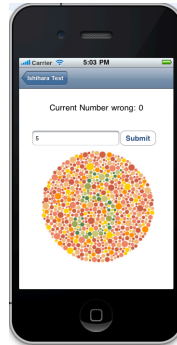
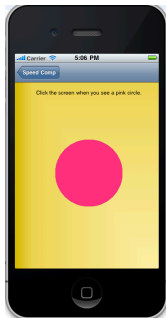
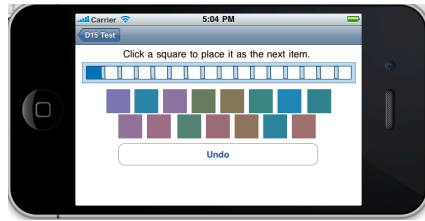
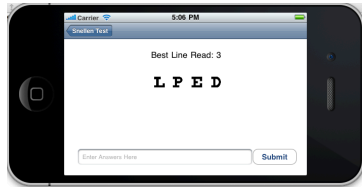
Monster Hunter



UAV Tracker



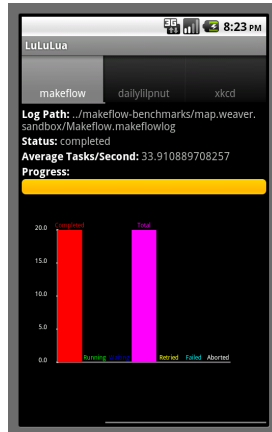
iPhone Doctor



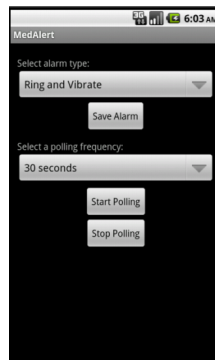
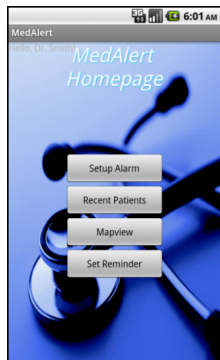
EasyEMR



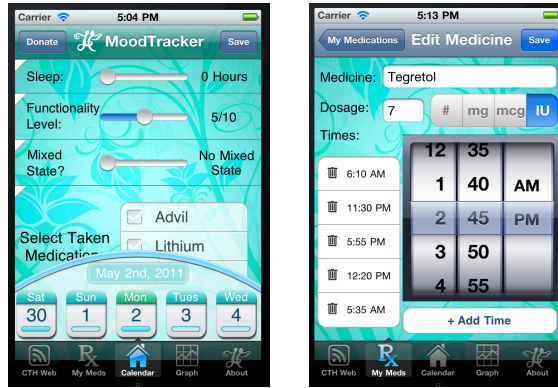
Data Visualization



MedAlert for Doctors



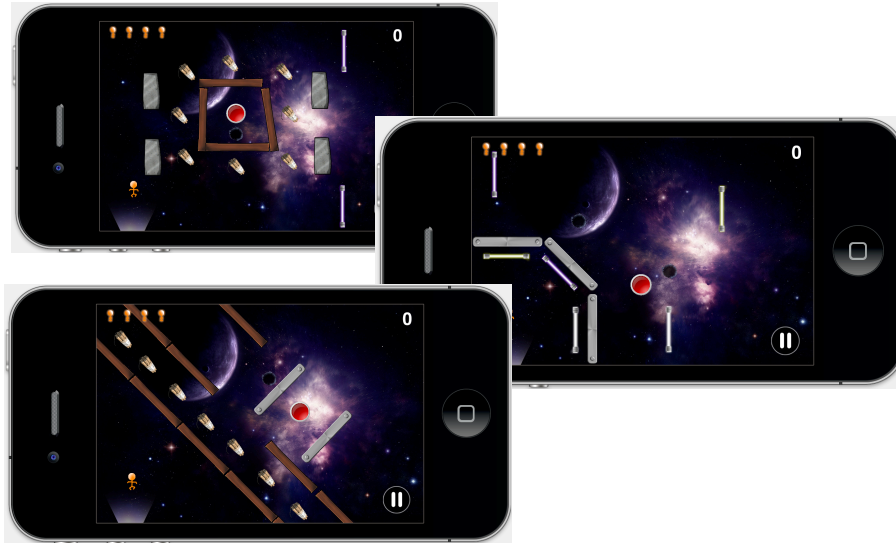
MoodTracker



FaRCE



Portal



RideAlong

Solution: RideAlong

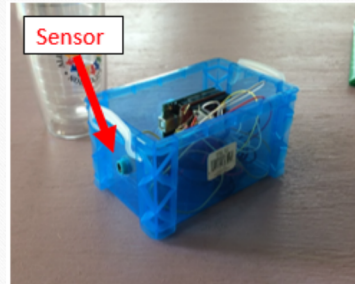
- Ride-sharing app specific to Notre Dame
- Can directly connect students who have cars with students who do not have cars
 - More specific than the Notre Dame Facebook groups
 - More likely to be used for shorter trips (e.g. to the store, rather than only to the airport)
- Students can both offer and request rides



De-Icing Sensors

Automatic Infrared Temperature Sensors

- Long Range IR Temp. Measurements (30ft)
- Low Cost
- Accurate
- Real Time Monitoring



Garden GROW

 A collage of images related to the "Garden GROW" project. On the left, there's a photograph of the hardware components including a microcontroller board, a sensor, and a power source. On the right, there's a photograph of a red bowl containing a motor and other components. In the center, there's a screenshot of the "Garden GROW Dashboard" software interface.

Garden GROW Dashboard

Capacitive Moisture Sensor 100.0 100.2 100 99.8 99.6 0 100 200	Relative Moisture Sensor 100.0 100.2 100 99.8 99.6 0 100 200
Temperature 100.0 100.2 100 99.8 99.6 0 100 200	Light 100.0 100.2 100 99.8 99.6 0 100 200
Water Usage 1000 800 600 400 200 0 0 10 20	Watering Schedule 1 0 0 10 20 30 40

Forecast Weight Dawn/Dusk Scheduler
 Water threshold
 Water Limit

Other Projects

- Book Club
- Parking Space Finder
- Movie Finder
- Pick Up Sports Organizer
- LYNX Taxi Service
- Hearing Assessment App
- MySquirrel
- Occupational Therapy Exercises
- Stress Detector
- SnapnSpray
- Twext: Learning Betwixt Texts

That's it for today...

- Next up: Mobile app development, tools, best practices

