COS 425 MOBILE DEVELOPMENT

INTRODUCTION

Stephen Houser <houser@maine.edu>

ABOUT THE COURSE

▸ Two Platforms / Three Ways

  ▸ iOS - iPhone and iPad

  ▸ Android - Mostly Phones

  ▸ HTML5/CSS3/JavaScript

▸ Project Based (no exams)

  ▸ One Presentation at the end

  ▸ <u>Lots</u> of code!

TO BE SUCCESSFUL

▸ Strong object-oriented programmer

▸ Ready to learn (at least one) new language

▸ Know…

  ▸ Class, Instance, Superclass, Subclass

  ▸ Method, Message

  ▸ Instance Variable, Property

I NEED A COMPUTER

▸ iOS assignments <u>require a Macintosh</u> with Xcode

  ▸ The USM general lab Macs have Xcode

▸ Android assignments use Android Studio (cross platform)

  ▸ Install from developer.android.com

▸ Hybrid assignments require a text editor and JavaScript

  ▸ You should be able to handle this one

I NEED HELP!

▸ Email = houser@maine.edu

▸ Thousands of tutorials, Stack Overflow, Apple & Google

    ▸ Use them, but write your own code
      (don't copy and paste)

▸ Don't forget your classmates

SCHEDULE

▸ 1 - Introduction

▸ 2 - Android

▸ 3 - iOS

▸ 4 - Hybrid

▸ 5 - Data & Server Side

▸ 6 - Sensors & Hardware

▸ 7 - User Interface & Design

SCHEDULE

▸ Wednesday's 5:35 - 8:05

  ▸ 5:35 - 6:20

  ▸ 6:30 - 7:10

  ▸ 7:20 - 8:05

▸ Lecture, Demos, and Discussion

▸ Mostly demos & writing code

SCHEDULE

▸ Snow and other nonsense

    ▸ Keep up with project work

    ▸ Keep up with reading and videos

    ▸ Due dates <u>do not</u> change

▸ USM Alert: <u>usm.maine.edu/usmalert</u>

▸ Be safe first

GRADES

Project 0	2 point
Projects 1 - 3	4 points each
Project 5 Presentation	6 points

PROJECTS

▸ 0 - GitHub Basics

▸ 1 - Android Task List

▸ 2 - iOS Task List

▸ 3 - Hybrid Task List

▸ 5 - App of your own design and presentation (your choice of platform)

GRADES

A	18-20 points
B	16-18 points
C	12-16 points
D	10-12 points

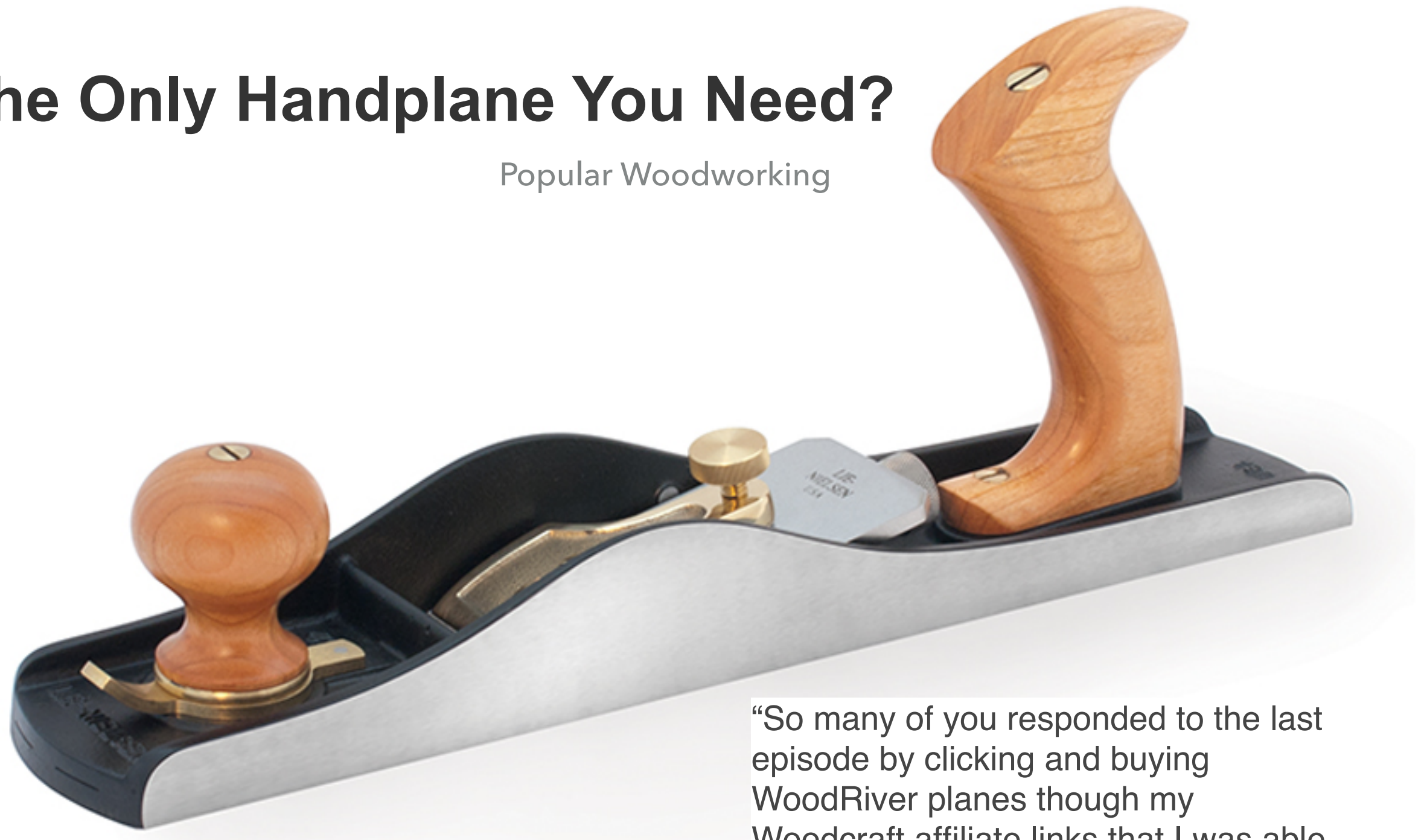# QUESTIONS ABOUT THE COURSE?

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The Only Handplane You Need?

Popular Woodworking

"So many of you responded to the last episode by clicking and buying WoodRiver planes though my Woodcraft affiliate links that I was able to purchase this new Lie Nielsen…"

USE YOUR TOOLS

▸ Don't fight the frameworks

▸ Use frameworks / libraries / components

▸ Use the features the tools provide, don't avoid them

▸ Focus on <u>user experience</u>

▸ "Small things matter"

▸ <u>Clean Code</u> matters

PROJECT 0 – GITHUB BASICS

▸ Two Parts

   1.Clone and fix mistakes

   2.Fork repo and make a PR

▸ Create a GitHub account <u>first</u>

▸ Everything will be "submitted" via GitHub for the entire course.

PROJECT 0 – GITHUB BASICS

▸ Part 1- Fixing Mistakes

1. "Accept" the assignment

2. Clone the repo to your system

3. Create a branch

4. Correct mistakes (code) & Document

5. Commit and push back to GitHub

6. Create Pull Request (PR)

7. Merge PR back into "master" branch

PROJECT 0 – GITHUB BASICS

▸ Part 2 - Your Winter Break

1. Tell me your username ([form](#))

2. Fork the `cos425-group` repo

3. Create a branch w/username

4. Add section with your story

5. Commit

6. Create Pull Request (PR)

PROJECT 0 – GITHUB BASICS