

Mobile Application Programming: Android

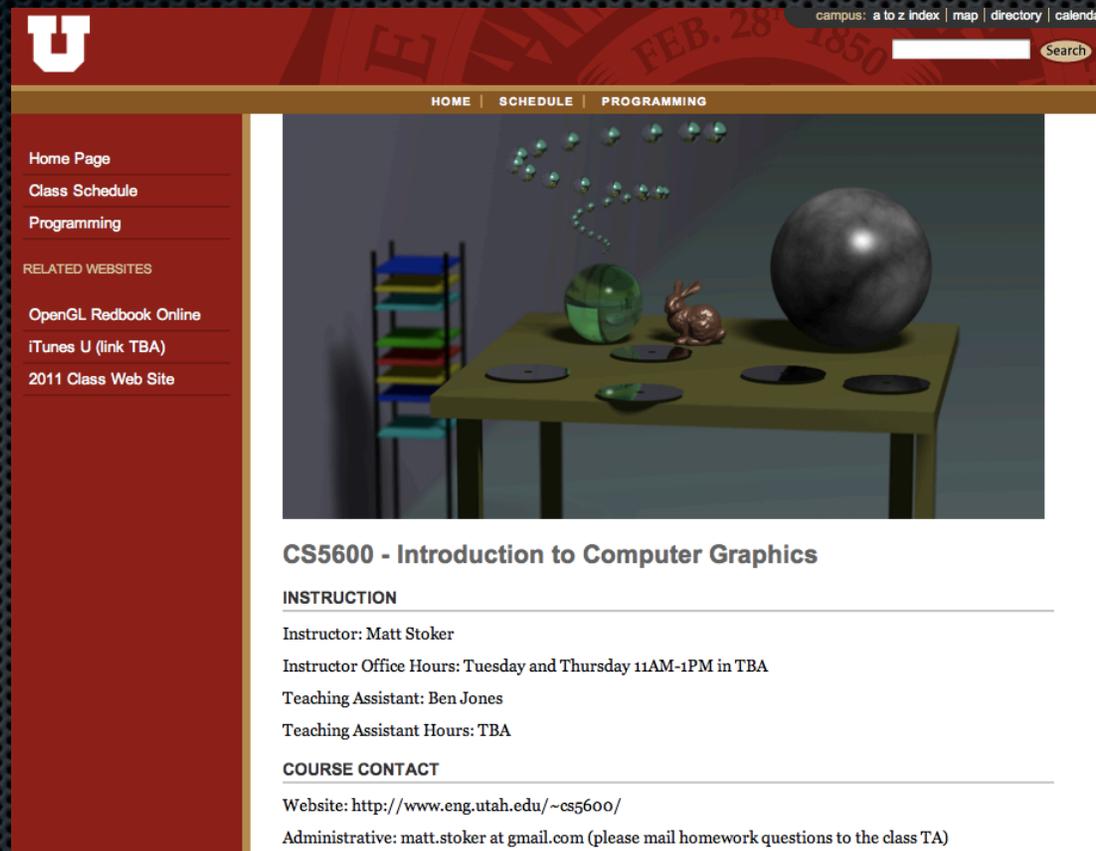
Introduction

My Interests

- ✦ Computer Graphics
- ✦ CTO Pixio Software
- ✦ Wrote MobileFinder for the iOS 1.4 jailbroken SDK
- ✦ Co-founded the UofU iPhone Group in 2007
- ✦ Lived in Brazil and speak Brazilian Portuguese
- ✦ Send balloons to 100,000 feet and take pictures
- ✦ Read US revolutionary biographies, fantasy, and sci-fi



Course Website



campus: [a to z index](#) | [map](#) | [directory](#) | [calendar](#)

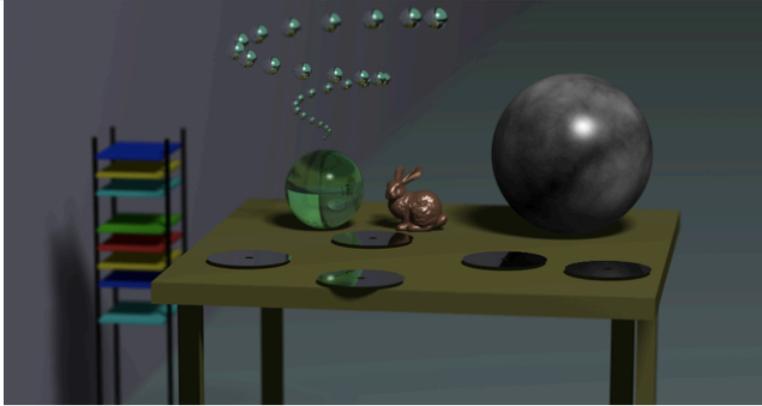
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HOME | SCHEDULE | PROGRAMMING

Home Page
Class Schedule
Programming

RELATED WEBSITES

[OpenGL Redbook Online](#)
[iTunes U \(link TBA\)](#)
[2011 Class Web Site](#)



CS5600 - Introduction to Computer Graphics

INSTRUCTION

Instructor: Matt Stoker
Instructor Office Hours: Tuesday and Thursday 11AM-1PM in TBA
Teaching Assistant: Ben Jones
Teaching Assistant Hours: TBA

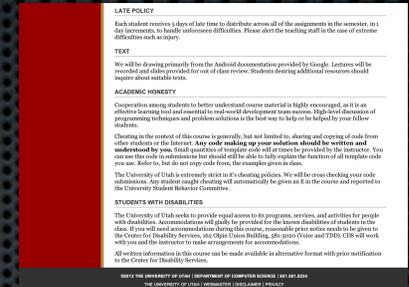
COURSE CONTACT

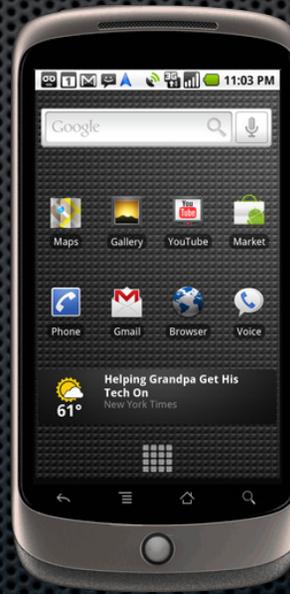
Website: <http://www.eng.utah.edu/~cs5600/>
Administrative: matt.stoker@gmail.com (please mail homework questions to the class TA)

<http://www.eng.utah.edu/~cs4962>

Cheating Policy

Cheating in the context of this course is generally, but not limited to, **sharing** and **copying of code** from other students or the Internet. Any code making up your solution should be **written and understood by you**. Small quantities of template code will at times be provided by the instructor. You can use this code in submissions but **should still be able to fully explain the function of all template code you use**. Refer to but **do not copy code from the examples** given in class.







Nokia N8



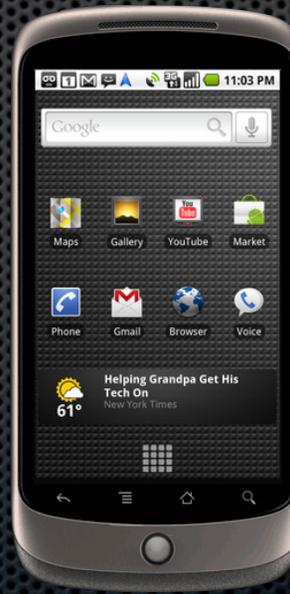
Palm Pre 2



iPhone 4



Blackberry Torch



Nexus One



Samsung Focus



Symbian^3



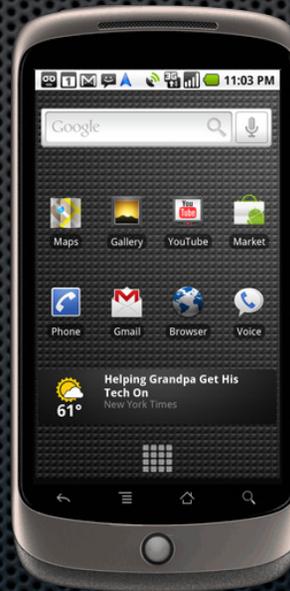
WebOS



iOS



Blackberry OS



Android



Windows Phone 7



C++/Java/WRT



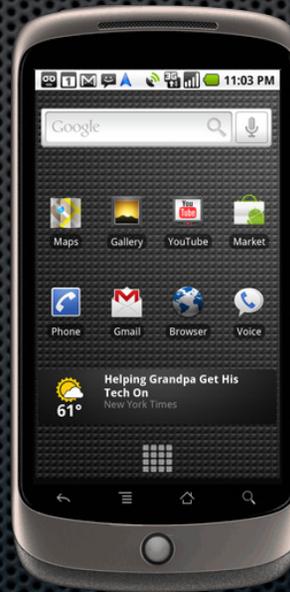
HTML5/JavaScript/CSS



Objective-C



Java



Java



.NET (C#)



Symbian^3 SDK



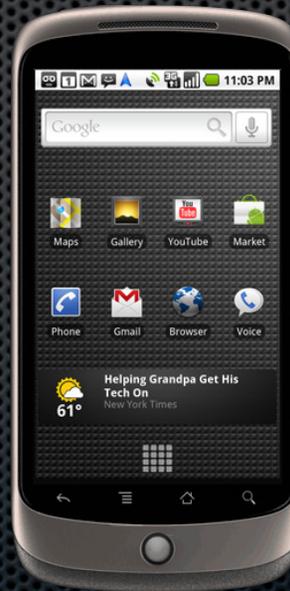
Mojo SDK



Xcode



Blackberry JDE



Android Studio



.NET Framework



Symbian^3 SDK



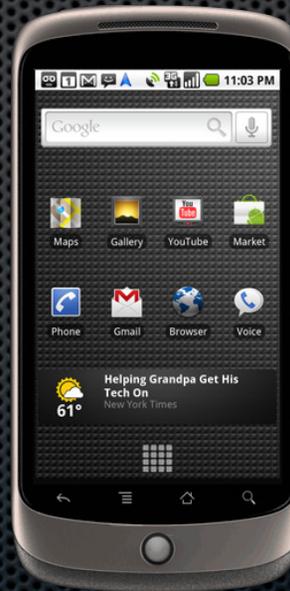
Mojo SDK



Xcode



Blackberry JDE



Android Studio



.NET Framework



Why Android?



- Number of new Android-compatible devices dwarfs other platforms in the smartphone market
- Companies looking to build mobile applications typically focus on iOS and Android first, and other platforms later
- Android's use of Java allows for development using modern OOP in a managed memory environment
- The Android NDK allows use of C/C++ codebases

Why Not Android?



- Small percentage of Android device owners actually purchase software from the various markets
- Fragmentation in the hardware and software make development for many devices more difficult than iOS
- Companies overwhelmingly prefer to target iOS platforms before they target Android
- Hardware running Android arguably inferior to that of other companies, mostly due to price of units



