Mobile Software Engineering I

Course Description

Using the mobile platform "Android" as an example, it will be demonstrated how the programming of mobile applications (apps) differs from the development of browser-based information systems, which technologies and programming concepts are typically used, and which typical challenges there are in app development for industrial applications.

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   2. Special Features of Mobile Software Development
   3. Classification of Mobile Devices
   4. The Android Platform
2. Android System Architecture
   1. The Android System
   2. Safety and Security
   3. Communication with Networks
3. Development Environment
   1. Android Studio
   2. First App and Emulator Test
   3. Application Deployment
4. Core Components of an Android App
   1. Overview of the Components of an Android App
   2. Activities, Layouts, and Views
   3. Resources
   4. Summary in an App
   5. Graphic Design
5. Interaction Between Application Components
   1. Intents
   2. Services
   3. Broadcast Receiver
6. Advanced Techniques
   1. Threading
   2. Application Memory