

# Android Tutorial

Human-Computer-Interaction and Psychology

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# Mobile App Development



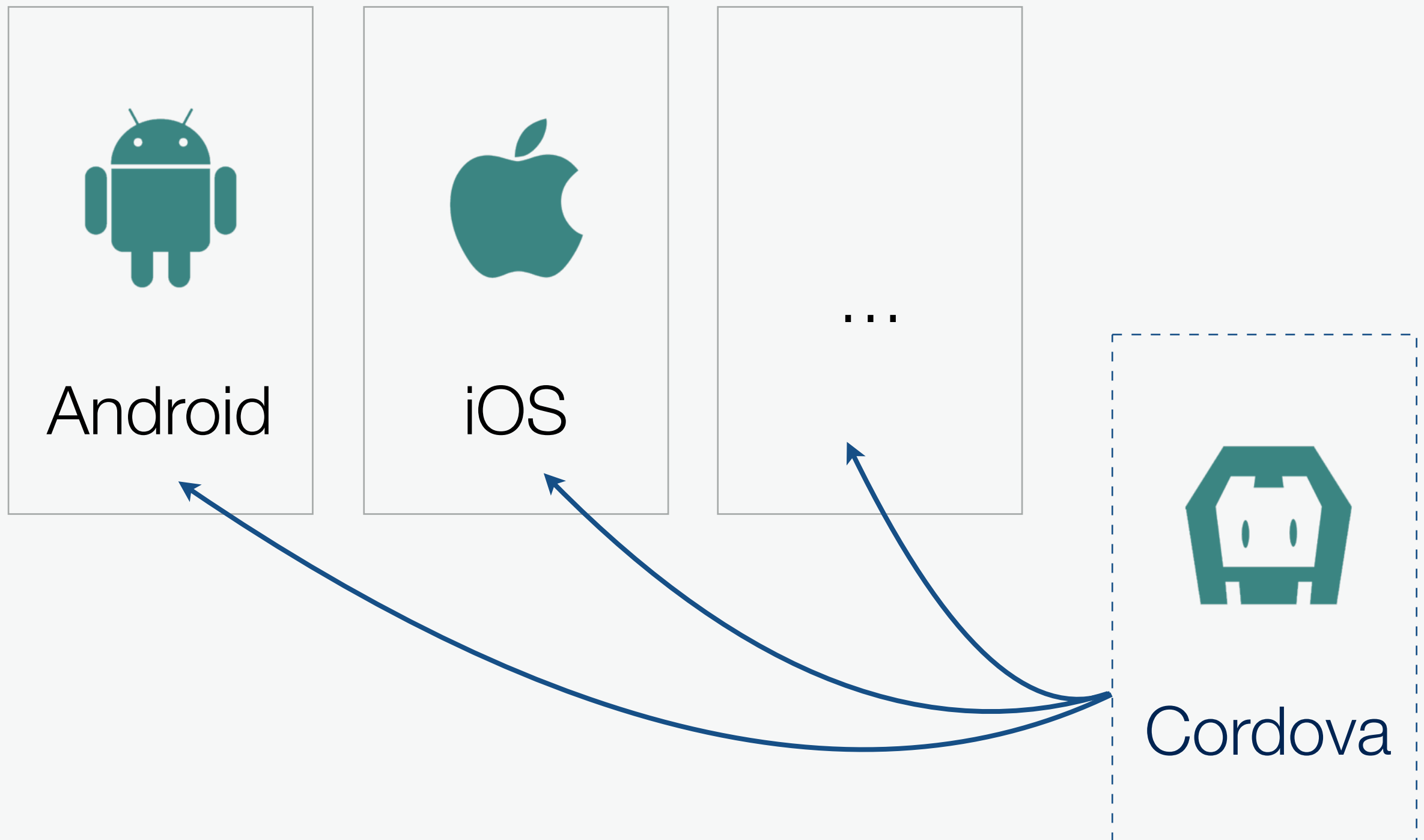
Android



iOS

...

# Mobile App Development



# iOS Fundamentals

- Languages: Swift or Objective-C
- Platforms: Mac OS X, (Linux)
- IDE: Xcode 7 (Mac users only)
- Create high quality native apps
- UIKit as an UI framework
- Swift is very easy to learn
- Tons of documentation and tutorials

# Android Fundamentals

- Language: Java
- Platform: Android
- IDE: Android Studio 2.0
- Google has less restrictions as to what kinds of apps make it to their store

# Cordova Fundamentals

- Language: HTML, CSS, JavaScript (jQuery, Angular etc)
- Platforms: all
- IDE: your favorite code editor (syntax highlighting)
- Ionic as the UI Framework (look and feel of a native app)
- Target multiple platforms (Android, iOS, Windows, Blackberry, Fire OS, ...) with one code base

# Assignment A2

Cordova Project  
Folder

*(+compiled iOS  
or Android app)*

Android Studio  
Project

Xcode  
Project

*+ **Readme.md***

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**Moodle Upload**

# Android Submission

Functionality and design of your Android app will be evaluated with the following device (simulator):



**Nexus 5X**

Android 5.1 Lollipop

5.2" 1080x1920 420dpi

API-Level: 22

ABI: x86

*(Android Studio 2)*

Moodle Upload: *Android Project + Readme.md*



# iOS Submission

Functionality and design of your iOS app will be evaluated with the following device (simulator):



iPhone 6S

iOS 9

4.7" 1334x750 420dpi

(Xcode 7)

Upload: *Xcode Project*

# Android Prerequisites

- ✓ **Android Studio 2** is installed
- ✓ **Java Development Kit (JDK)** is installed
  - JRE is not sufficient
  - Windows, Linux: JDK 8
  - Mac OS X: JDK 7



Getting started