Mobile Application (Design and) Development

3rd class

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Administrivia

- Design reading for Mon online shortly
- PDF of design #1 assignment due
  - I'll review on the weekend...
  - Discuss Monday
- Design #1: addictive game mashup
  - What's behind the success?
  - Square peg, round hole
  - Creative variations
  - Beware...

Administrivia

- Books/reserve
- Presentations: not everyone has signed up... Please do today
- Teams, teaming up, and team names
- Wiki:
  - Add to the FAQ/Tips document
  - Use discussion to ask/answer questions
  - **Setup monitoring** so you are notified of changes

Sharing code

- All programming assignments teams
  - For those on teams, it is **strongly recommended** that you pair program, despite the logistical complexity
  - Use your favorite tool of choice for SVN

- You can and should discuss how to solve coding problems across teams

- That is obviously different than copying entire (or large chunks of) solutions which won't help you with the project (or life!)

Today

- Getting started with Android

- Programming assignment 1 - HelloMAD

- Publishing your first app on the Market (well, sort of)

Notes

- Package: edu.neu.madclass.nu[teamname]

- App name: NUMAD-[TeamName]

- Market account:
  - numobileappdevelopment
  - [password: what you are trying to create]

Notes

- There is a way to get the Market to work on the emulator ... a little tricky so you might not want to try it yet