Degree competences to which the subject contributes

Basic:
CB6. Ability to apply the acquired knowledge and capacity for solving problems in new or unknown environments within broader (or multidisciplinary) contexts related to their area of study.
CB9. Possession of the learning skills that enable the students to continue studying in a way that will be mainly self-directed or autonomous.

Specific:
CTE12. Capability to create and exploit virtual environments, and to the create, manage and distribute multimedia content.
CTE11. Capability to conceptualize, design, develop and evaluate human-computer interaction of products, systems, applications and informatic services.

General:
CG8. Capability to apply the acquired knowledge and to solve problems in new or unfamiliar environments inside broad and multidisciplinary contexts, being able to integrate this knowledge.

Transversal:
CTR3. TEAMWORK: Capacity of being able to work as a team member, either as a regular member or performing directive activities, in order to help the development of projects in a pragmatic manner and with sense of responsibility; capability to take into account the available resources.
CTR5. APPROPRIATE ATTITUDE TOWARDS WORK: Capability to be motivated by professional achievement and to face new challenges, to have a broad vision of the possibilities of a career in the field of informatics engineering. Capability to be motivated by quality and continuous improvement, and to act strictly on professional development. Capability to adapt to technological or organizational changes. Capacity for working in absence of information and/or with time and/or resources constraints.

Teaching methodology
The course is organized laboratory sessions. These sessions are entirely practical. The goal is to learn to program phones and other mobile devices with Android as it develops a real application. Every week of the year is dedicated to the development of a theme and the corresponding component of the application.

Each session is organized as follows: During the first 30-60 minutes of teaching, the teacher will perform a short introduction to the subject and the rest is dedicated to implement exercises. In some cases, the explanation will be a little longer.
Some days will be asked presenting exercises as individuals or groups.
The idea is that there is discussion and comments on these presentations.

Learning objectives of the subject
1. Development of an App using Android
### Study load

<table>
<thead>
<tr>
<th></th>
<th>0h</th>
<th>0.00%</th>
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<tbody>
<tr>
<td>Theory classes:</td>
<td>0h</td>
<td>0.00%</td>
</tr>
<tr>
<td>Practical classes:</td>
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<td>0.00%</td>
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<td>Laboratory classes:</td>
<td>24h</td>
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<tr>
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</tr>
<tr>
<td>Self study:</td>
<td>48h</td>
<td>64.00%</td>
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## Content

### Introduction and environment configuration

**Degree competences to which the content contributes:**

**Description:**
Introduction of the course and detailed description of the application to be developed as practical weekly exercise. Configuration of the (hardware and software) working environment and programming environment. First exercises with Android and design of the initial menus and components of the application. Installation on the devices.

### Content providers and storage

**Degree competences to which the content contributes:**

**Description:**
Introduced some different content providers (media files, calendar, etc.) and explains how to access it. Storing options and its use are introduced.

### Menus and Databases

**Degree competences to which the content contributes:**

**Description:**
Using menus (option menus, text menus, etc.) and databases within Android applications. Introduction to SQLite.

Design and programming of a part of the practical application related with this topic.

### Threads and Intents

**Degree competences to which the content contributes:**

**Description:**
Students are introduced to the need to use threads (the smallest sequence of programmed instructions that can be managed independently by an operating system scheduler) in mobile applications and how to program them using the class `Thread` from Java and the `handler` classes from Android.

Also in this session, we introduce the Intents and learn how to apply them to handle basic phone features such as calls and SMSs messages. An intent is an abstract description of an operation to be performed, that provides a facility for performing late runtime binding between the code in different applications.

Design and programming of a part of the practical application related with this topic.

### Location and mapping

**Degree competences to which the content contributes:**
Description:
Geographical location and mapping on Android using the mobile devices' GPS (Global Positioning System) along with the Mapview and Google Maps tools. Simulation of geographic positioning and movement of devices using DDMS (Dalvik Debug Monitor Server).

Design and programming of a part of the practical application related with this topic.

Introduction to 2D and 3D graphics on Android devices

Degree competences to which the content contributes:

Description:
Design methods of graphical 2D and 3D applications are introduced. This includes the definition of primitives such as animation.

Planning of activities

<table>
<thead>
<tr>
<th>Development of an Android App</th>
<th>Hours: 36h 18m</th>
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<tbody>
<tr>
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<tr>
<td>Practical classes: 0h</td>
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<tr>
<td>Laboratory classes: 21h</td>
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<tr>
<td>Guided activities: 4h 18m</td>
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<tr>
<td>Self study: 11h</td>
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Specific objectives:
1

<table>
<thead>
<tr>
<th>App presentation</th>
<th>Hours: 11h</th>
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<td>Guided activities: 1h</td>
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<tr>
<td>Self study: 10h</td>
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Qualification system

We evaluate two factors:

1. Participation in class:
   - Weekly work 50%. Evaluated with the delivery of one or more small and taking into account attendance.

2. Final project that extends the contents of the weekly exercises: 50%
Bibliography

Basic:


Complementary:
