CSC 409
Special Topics in
Software Engineering:
Android Application Development
Winter 2010
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Welcome and Intro

• Privilege of teaching and taking this course
• Thanks to Google
• Android fever
  – Explosion of innovation in domain
  – Nexus One release 1/5/10
  – 21% of smartphone buyers plan to buy Android (up from 6%), iPhone 28% (down from 32%)
  – Gartner predicts Android will be 2nd most popular in 2012
    • At least 40 new devices planned for 2010
A Super-Brief History of Mobile Phones

- 1908 first patent
- 1947 first base stations (no cells)
- 1979 first cell phone system in Japan
- 1984 first hand-offs between cells
- 1993 first data service and SMS text messages
- 1998 first ringtones sold
- 1996 Telecommunications Act
  - new spectrum, pole space, zoning board restrictions
- 1999 first internet on phone

http://www.buzzle.com/articles/history-of-mobile-phones.html
Course philosophy

• Student-focused, not instructor focused
• Assumptions:
  – 400-level competence
  – Java and Eclipse experience
  – SE experience (process, SCM)
• Entrepreneurial
• Transition to professional community
  – How-to’s, blog
• Fun!
Approach

• Android
  – Breadth: labs, text, presentations
  – Depth: team project

• SE
  – Imposed process, practices

• Entrepreneurial
  – Evaluate other apps
  – Course project -> startup (Innovation Quest?)
  – Guest speakers
Assignments

• See Blackboard
• For Wednesday,
  – Read chapter 1 in text
  – Start on “Critical analysis of app”
  – Start on lab 1
Lab

- Check out G1’s
- Setup G1’s
  - Menu->Settings->SD card & phone storage -> Factory data reset
  - Google account
  - https://sites.google.com/site/androidhowto/how-to-1/flash-dev-phone
  - If not registered on Mustang Wireless, let me know
- Start Lab 1