## Upcoming Due Dates

- How-to's due Wednesday at 2pm
- Lab 6 due today
- Lab 7?
- Self/Peer Eval due Friday 2pm
- Alpha Evaluation Evaluations due Friday 2pm
- Beta in Android Market by Friday 2pm
- Bring Poster Friday 2pm
- Beta Eval Friday, 3/19 1pm
  - Use competition app



## Beta Release

- Polish, usability and defect correction
  - Add expiration if desired
- Register as Google Developer
- Deploy to Android Market
- Project Fair on Friday, March 12
  - http://users.csc.calpoly.edu/~djanzen/courses/4 09W10/fair.html
- Contest: 3/12 to 3/18 midnight



#### **SMS**

- Short Message Service
- Uses phone network protocols (SS7)
- Unlike instant messaging applications that use the internet
- Advantage: most all phones support SMS but not all have internet access
- SMS messages have a 160 character limit



## More on SMS

- Can send text or data messages
- Text messages are just an encoding of the generic PDU (protocol description unit) bit stream
  - See <a href="http://www.dreamfabric.com/sms/">http://www.dreamfabric.com/sms/</a>
- Can write apps that send and receive SMS messages programmatically



# Sending and Receiving SMS

• <a href="http://mobiforge.com/developing/story/sms-messaging-android">http://mobiforge.com/developing/story/sms-messaging-android</a>



#### Bluetooth

- Available in 2.0+ SDK
- <a href="http://developer.android.com/guide/topics/w">http://developer.android.com/guide/topics/w</a> ireless/bluetooth.html
- Permissions
- Discovery (expensive and slow)
- Paired (know MAC address)
- Connected (share an RFCOMM channel)
  - Similar to TCP sockets

