

CPET 565/CPET 499 Mobile Computing Technologies
Oct. 8, 2014

Final Project Topics Consideration

- **User Interface & Events Handling**
- **Multimedia Techniques**
 - Loading & display images – apps
 - Audio app
 - Video app
- **Hardware Interface**
 - Camera app
 - Other smartphone sensors
 - Telephony
 - Bluetooth
 - Near Field Communications
- **Networking**
 - Networking app
 - SMS
 - Web app
 - Social networking
- **Data Storage Methods**
 - Shared preferences
 - SQLite database
 - Content provider
 - File saving and loading
- **Location-Based Services**
 - Location info retrieving and related apps
 - Google maps integration
- **Apps**
 - Billing
 - Push messaging
 - Native application development

PART I

Hour 1: Getting Started

Hour 2: Understanding an Android Activity

Hour 3: Exploring an Android Project and Resources

Hour 4: Not Just Smartphones: Supporting Tablets, TVs, and More

PART II: User Interface

Hour 6 Working with Basic UI Controls

Hour 7 Understanding Option Menu

Hour 8 Activities and Fragments

Hour 9 Alert! Working with Dialogs

Hour 10 Lists, Grids, Galleries, and Flippers

Hour 11 App Setting: Managing Preferences

PART III: Data Access and Use

Hour 12: Accessing the Cloud: Working with a Remote API

Hour 13: Using SQLite and File Storage

Hour 14: Creating a Content Provider

Hour 15: Loaders, CursorLoaders, and CursorAdapters

Hour 16: Developing a Complete App

PART IV: Special Topics

Hour 17: Contacts and Calendar: Accessing Device Data

Hour 18: Where Are We? Working with Location-Based Services

Hour 19: Bonjour, World! Localizing Your Apps

Hour 20: Say Cheese! Working with Cameras

Hour 21: Media Basics: Images, Audio, and Video

Hour 22: using the Facebook SDK