

# Mobile Phone Programming

## Presentation of Track

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## Agenda

- Introduction
- Course overview
  - General info
  - Lectures / schedule
- Why mobile development
- Qt Overview
- Project proposals

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## Introduction

- Team
  - Morten V. Pedersen
  - Janus Heide
  - Peter Vinglemann
  - Stephan Rein
  - Frank H.P. Fitzek

- Is everybody here?



## Overview course

- 10 Lectures (45 min)
- Project work with final presentation and small exam.
- Group work (approx. 6 persons / group)
- Devices for testing:
  - Nokia N900 (Meamo)
  - Nokia N97 mini (Symbian)
  - Focus on Qt for mobile, but also general app. development
- Feedback welcome (mvp@es.aau.dk)
- My room is A5-118

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## General Information

- Course website

**<http://mobiledevices.kom.aau.dk> -> Teaching - > Mobilephone Programming Summer School 2011**

- Slides
- Links

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## Lectures - Main topics

- Lecture 1: Qt quick start
- Lecture 2: Qt core
- Lecture 3: Mobile development overview (iPhone, Windows Phone 7 and Java ME).
- Lecture 4: Qt Project, Tools & Qt Designer
- Lecture 5: Qt Widgets & Nice to know Qt classes
- Lecture 6: Qt Mobility
- Lecture 7: Qt Networking and general networking
- Lecture 8: Deploy your applications. Mobile app. stores etc.
- Lecture 9: Android part 1
- Lecture 10: Android part 2

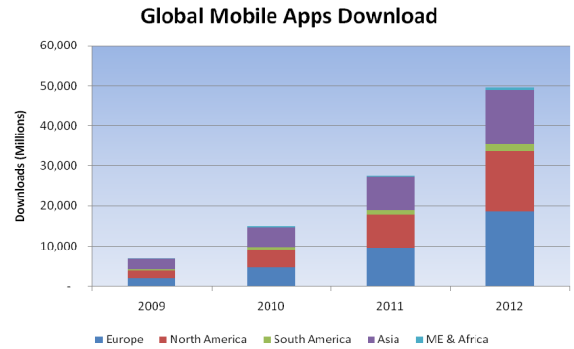
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## Ready to start :)

- Any questions?

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## Why mobile?



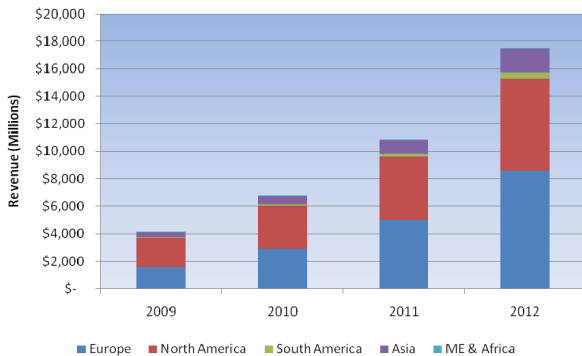
Mobile apps downloads are expected to increase from over 7 billion in 2009 to almost 50 billion by 2012

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Source: Chetan Sharma 2010

## Why mobile?

### Global Mobile Apps Market



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Source: Chetan Sharma 2010

## Powerful devices - lots of opportunities

- High speed communication
  - WLAN
  - Cellular
- Sensors
- Significant graphical capabilities
- Powerful CPU
- GB's of storage

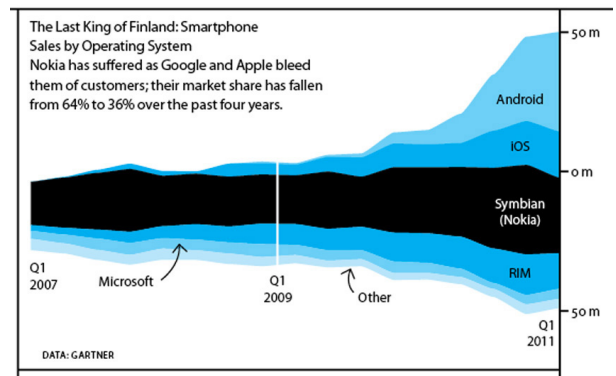


## Development Considerations

- Many different platforms
  - Understand you "customers"
  - Investigate the market
  - Make you business model
    - Free, ad-based, subscription, licensee, others..
- Distribution
  - Signing
  - Application Stores
- Platform capabilities / differences
  - Hardware
    - Screen sizes, numeric keyboard, pen base input, etc.
    - Battery, CPU, RAM
  - Software
    - Remember "Write once, run everywhere"?
    - Fragmentation

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## Development Considerations



Source: <http://www.businessweek.com/>

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## Project proposals

- Based on your prioritised project selection list we will place you in 6 groups
- Tuesday afternoon you will have your first supervisor meeting, to discuss the details of your project.
- Supervisor meetings are held on a regular basis, you agree with the supervisor the necessary frequency.
- You are allowed to change and shape the projects in agreement with the supervisor.