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# Mobile: Plan for BJBU (Wednesday week 38-Monday week 39 (&week 40))

# Preliminary plan

## Goal for the week (Wednesday to Tuesday)

* Knowledge about some extra features and skills for experiments, competence for working with new features on your own (fx find and follow tutorials for getting new skills)

## Teachers plan for Wednesday 16/9 in Odense & Vejle – conference room (bjbu from Odense)

* Follow up on the weeks of study
* About using Camera (by Martin J. M)
* About using Frames (by René Kim Christensen)
* About using Location and perhaps maps (by Andrej Suc)
* Other extra stuff fx. graphics (who will fit in ?)
* **Plan for next week – Group explore for mobile platform (Windows, IOS(Apple) and Android)
- development environment, cost, tools, sale of apps, distribution and marketing
Each group should make a short note to share and a short presentation next Wednesday at class of the result.

Maybe some of the students from Vejle also could give a short presentation of how to make mobile apps with Xamarin.
If anyone have tried making apps for IOS (Apple) we also would be delighted to have a short demo for that.
This is not to change focus from Android but to get a more general perspective of mobile apps.**

## Prepare yourself by before lecture

* **Find extra stuff you could talk about and maybe even make a short presentation for**

## Prepare yourself to next Wednesday

* **In groups (se fronter) explore for mobile platform (Windows, IOS(Apple) and Android)
- development environment, cost, tools, sale of apps, distribution and marketing
Each group should make a short note to share and a short presentation next Wednesday at class of the result
You are yourself responsible to plan and do the work in your groups
You find link to a document to register groups in fronter – I have made a proposal for groups based on study groups, but you can freely change groups and area for exploration as long as everybody is in a group and you have groups for all 3 areas.**

## More links extending to the weekly content

* About Camera
<http://developer.android.com/guide/topics/media/camera.html>
* About Fragments
<http://developer.android.com/guide/components/fragments.html>
<https://developer.android.com/training/basics/fragments/creating.html>
* Brug af simpel grafik Tutorials
<http://www.tutorialforandroid.com/2009/06/drawing-with-canvas-in-android.html>
<https://developer.android.com/training/graphics/opengl/index.html>
* Locations and Maps
[**https://developer.android.com/training/building-location.html**](https://developer.android.com/training/building-location.html)[**https://developer.android.com/training/maps/index.html**](https://developer.android.com/training/maps/index.html)

## Monday – only Odense (bjbu available 8:30-11:50):

* Follow up on lectures from Wednesday
* Solving problem according to the goal for the week

## Torsdag– kun Vejle (jawe available 9:15-13:15):

* Follow up on lectures from Wednesday
* Solving problem according to the goal for the week