

Software Atelier II

“Wednesday Lectures”
12/03/2014

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Plan for today

- Administrative stuff
- A02 – recap and walkthrough
- Details on final project
- New assignment (A03)

Administrative

- Homework evaluation
 - Grading coming soon – For what I have seen: well done
- Office hours
 - we talked about what goes where, XML files, debugging, adapters, etc.
 - it was funny... shall we meet again this Friday? :-)
- GIT everyone ;-)

Raise hand if...



... you found the homework hard?

Project: make groups

- Three or (maximum) four people per group
- Groups need to be *homogeneous* in terms of expertise
 - chance to propose a project compatible with your expertise
 - nobody “left behind”
 - work needs to be split evenly between all of you
- Each member needs to contribute to the project
- Suggestion: split your contributions *horizontally* (i.e. transversally w.r.t. the requirements in next slide)

Project: choose your own

Three main requirements need to be satisfied:

- **Android**

- it will need to rely on some inputs typical of an Android device (e.g. GPS, camera, local data providers, Web, etc.)

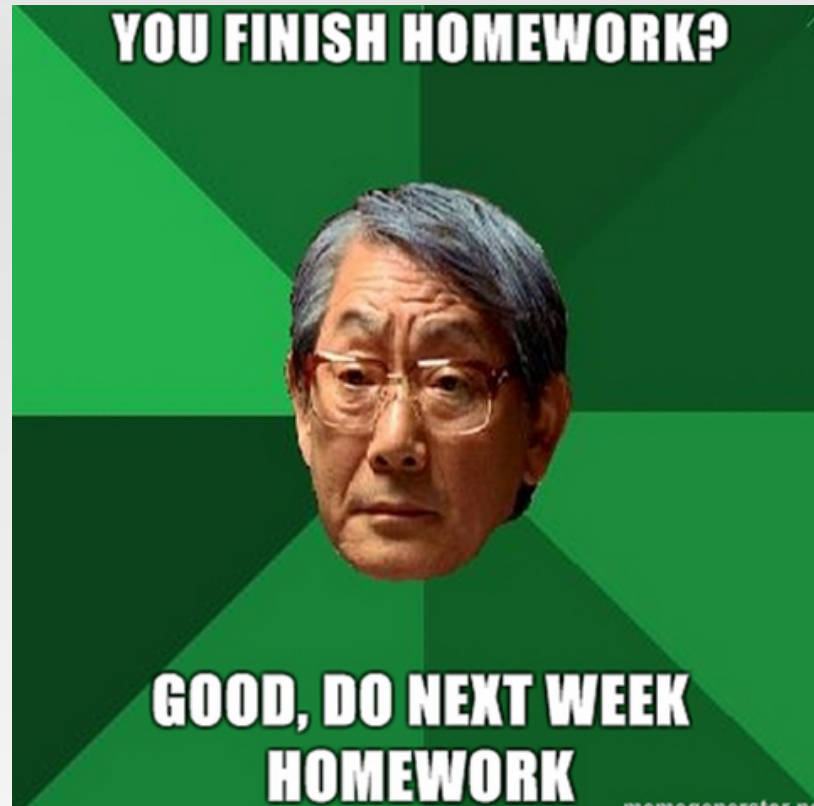
- **Java**

- it will need to present some non-trivial algorithms and data structures coded in Java (e.g. graphs, maths, sort, etc.)

- **User Interface**

- it will need to provide some non-trivial user interface (think about *user interaction* and *information visualization*)

Assignment 03



Assignment 03

- Write an app using
 - *explicit intents* to move from one view to another (see e.g. the code in *Treni*, *Hangman*, and *ChangeDetection*)
 - *intent filters* to catch intents coming from other applications, and perform some operation on the data you received
- Example
 - an app which receives shared URLs from the browser and shows them in an edit box (simplest solution)
 - an app which receives some text content and prints some statistics – e.g. **word count** (medium complexity)
 - an app receiving an image and doing some **calculation** on it before showing it (more complex)

Assignment 03 – bonus

- Go to f-droid.org and [browse](#) for opensource applications/games
- Download the source code of one app of your choice
 - make it work on your system
 - customize it
 - upload the Eclipse project on iCorsi
- NOTE: some of the projects are *not* ready-to-import Eclipse projects, you might need to import files manually or add external libraries

Useful links

- <http://introcs.cs.princeton.edu/java/home/> (check out the *code* section)
- <https://f-droid.org/repository/browse/>
- ...

Thank you!

Thanks for your attention!

Questions?