#### 19CSB303 & COMPOSING MOBILE APPS



#### SNS COLLEGE OF TECHNOLOGY



# (AN AUTONOMOUS INSTITUTION) COIMBATORE – 35 DEPARTMENT OF COMPUTER SIENCE AND ENGINEERING

## UNIT 1 GETTING STARTED WITH MOBILITY

#### **Syllabus:**

Mobility landscape, Mobile platforms, Mobile apps development, Overview of Android platform, setting up the mobile app development environment along with an emulator, a case study on Mobile app development.

#### **Mobile Platforms**

- Mobile OSs known as mobile platforms
- It is not just an OS but a software stack that typically comprises an
   OS, libraries and application development framework(s).
- The OS contributes to the core features of the platform such as
  - Memory management
  - o Process management and
  - Various device drivers
- Libraries furnish the most required core functionality of the platform such as media libraries etc.
- The application development framework is the set of application programming interfaces (APIs) that in turn interact with the underlying libraries and are exposed to the developers for app development.

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Most popular mobile platforms are:

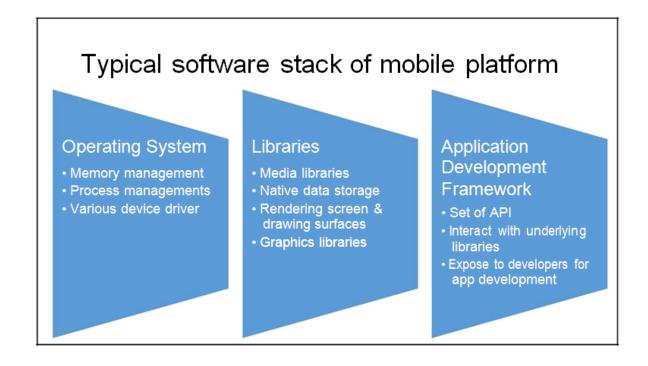
Android Apple iOS Black Berry Windows phone

### Mobile Platforms



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