



SNS COLLEGE OF TECHNOLOGY



(AN AUTONOMOUS INSTITUTION)

COIMBATORE – 35

DEPARTMENT OF COMPUTER SCIENCE 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
 - 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.

- Most popular mobile platforms are:

Android
Apple iOS
Black Berry
Windows phone

Mobile Platforms



Typical software stack of mobile platform

Operating System

- Memory management
- Process managements
- Various device driver

Libraries

- Media libraries
- Native data storage
- Rendering screen & drawing surfaces
- Graphics libraries

Application Development Framework

- Set of API
- Interact with underlying libraries
- Expose to developers for app development