

Week 11, Monday 15.3 – Friday 19.3 2010
CT30A9300, 4 cr

Applications Java

ANDROID

Code Camp

Linux

Eclipse Mobile

Smartphone

codecamp.fi

Register – Info – Code



digia

Open your mind. LUT.
Lappeenranta University of Technology

Contents

- Code camp in general ?
- This code camp
 - Program
 - Requirements
 - Evaluation
- Hints

What is a Code Camp ?

Code camp is a short term, intensive and cooperative approach for collaborative learning-by-doing of programming skills.

The intensive time together gives the opportunity to work on ideas without interruptions from other (school) tasks and promotes the possibility to interact with other people working on the same situation.

As the camps are usually very intensive, many participants refer to them as experiences.

Code Camp Goals

- To make programming FUN and to experience THE JOY of programming and to learn new things
- Get an idea and implement that as ANDROID application
 - Originality of the idea is important as well as implementation
 - Do not try to solve too difficult problems
- Have fun and work together

Code Camp Spirit ?

- The teams will spend time together, whether it is a week-long code camp or one day (24h)
- **Code Camp Spirit means** also that you help others within the team AND especially people that are not in your group
 - Work together by asking and helping
 - In the beginning check also what other groups are doing
- Remember ! **No-one is left alone.**

Android Code Camp



- Part of a Code Camp series by LUT, TUT and TKK
- In cooperation with Digia Inc.

digia



- Topic: Android
 - *Android is a software stack for mobile devices that includes an operating system, middleware and key applications. The Android SDK provides the tools and APIs necessary to begin developing applications on the Android platform using the Java programming language.*

Program – in short

- Code camp Mon through Fri
- Mon: Basics
 - Mon evening: Sauna & Ideas
- Tue – Thu: Coding (sleepless nights)
- Fri: Presentation

Course Tasks/Requirements

Each group should:

- Get an idea for the Android application
- Document the idea into Wiki under your group name
 - All documentation to Wiki
- Implement the idea as completely as possible
- Present the implementation of the idea to the other groups
- Evaluate the work of others
- Produce implementation document

Surveys

- Few surveys along the course
 - Learning styles – to find out what kind of students we have
 - Feedback – to get some feedback to improve the course (code camp, android)

Course Grading

Grading:

Description of the work plan (25%).

- Deadline Tue 12.00

Implementation (25%)

Presentation (10%)

- Deadline Fri 10.00

Code Camp spirit (20%)

Code Camp Report (20%)

- Everything is documented through Wiki
- Deadline 26.3.2010

Hints

- Document everything to Wiki
 - Idea, Questions, Answers, ...
- Follow Wiki for
 - Ideas, Questions, Answers, ...
- It is fully allowed to copy code from others
- Three persons/group is optimal
 - Two persons working all the time, one looking what the others are doing