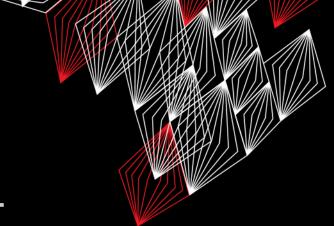
UNIVERSITY OF TWENTE.



APPLICATION DEVELOPMENT

LECTURE 1: INTRODUCTION

cLass AppDev {





INTRODUCTION APPLICATION DEVELOPMENT

- Intro to course
- Assignments

slides & clips @ vanslooten.com/appdev





Fjodor van Slooten W241 (Horst-wing West) f.vanslooten@utwente.nl



Assistants:

Thimo Willems Lauren Schreurs Joëlle de Looff Sjoerd de Jonge Mariya Popnikolova Kilian Buitenhuis

UNIVERSITY OF TWENTE.

AppDev 4/21/2020 2

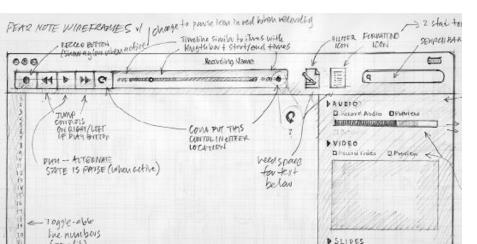
WHAT DOES APPLICATION DEVELOPMENT OFFER?

AppDev

4/21/2020

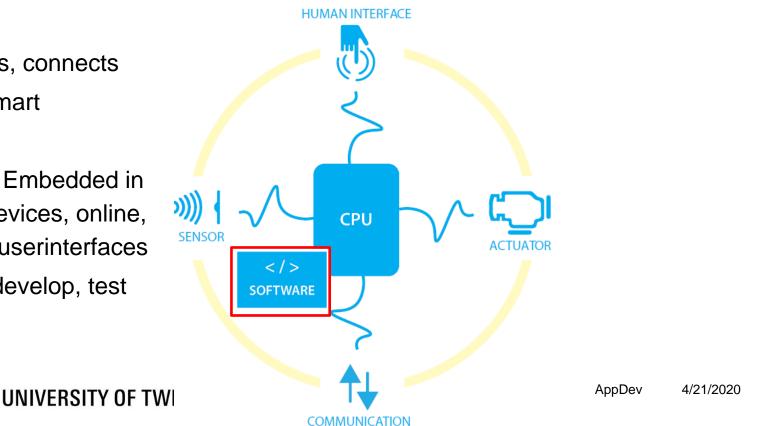
3

- Understand how computers & apps work
- Create electronics powered by Arduino
- Design & develop applications (software)
 - Apply design & specification methods



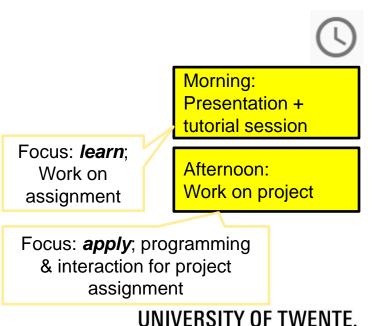
SOFTWARE: 'BRAIN' OF A SMART PRODUCT

- Integrates, connects
- Makes smart
- Applied? Embedded in (small) devices, online, widgets, userinterfaces
- Design, develop, test



STRUCTURE OF THIS COURSE

Check full schedule @ <u>vanslooten.com/appdev</u>



- Mostly on Fridays, with few exceptions (see schedule)
- Assessment: assignments
 - <u>Time needed per week</u>: 4 hours learn, 4 hours project, 2 hours self-study

STUDY MATERIALS

Site:

vanslooten.com/appdev

- Study-topics in schedule
- Assignments as tutorialsessions
- Hand-in assignments <u>on</u> <u>Canvas</u>
- Software: Eclipse, Arduino:
- Installation instructions

Application Development

ore information:

Checklist electronics kit

Java Cheat Sheet
Instructions on submitting files

Frequently Asked Questions (FAQ)

Register your address to send the electronics kit to

Information about the course Application Development can be found here. This course is part of module 4, "Smart Products". The next edition of this course starts Friday April 24th, 2020. Materials of the previous edition are available via the in the main folders.

Start taking this course

class AppDev{

Ready? Participate & do assignments here

UNIVERSITY OF TWENTE.

ONLINE TUTORIALS ADDITIONAL SELF-STUDY



- @site: additional lesson materials & online tutorials
- Recommended: <u>Tutsplus</u>, <u>Codecademy</u>, <u>JavaTpoint</u>



UNIVERSITY OF TWENTE.

- Assignments prepare you for project!
- Advice: working together allowed, copying each others work is not allowed
- Assistants & teacher available for help
- Read! Before you start programming
- Afternoon: project work, teacher available for help



UNIVERSITY OF TWENTE.



There will be no exam/test, only assignments

• Grade calculation:

number-of-passed-assignments/9*10

- Assignments are sufficient if:
 - Handed in before deadline (next lecture)
 - Assessed as sufficient by review
 - 9 assignments count towards the grade
- Grade counts towards Module-grade (details in project-manual)
- Practical sessions (first 2 afternoons) are treated as assignments too

Questions? First read the FAQ

ONLINE SUPPORT

Chat service on most pages on website to use, please login to the site, so

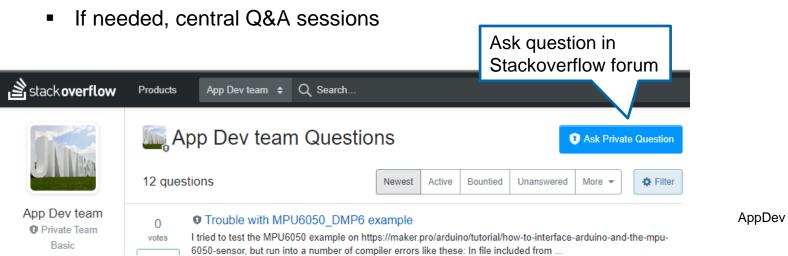
we can see who you are



10

4/21/2020

- No 'physical' lectures... how do you get help?
- Teacher + 6 assistants are available for help on lecture days
- How?
 - Online chat service on website with breakout to for instance Skype or Hangouts
 - Private support forum to <u>ask questions on Stackoverflow</u>



WHAT TO DO NEXT?

Deadline of each assignment is the <u>next lecture</u>: so you can get help on this assignment this and the next lecture

- Watch Java introduction
- Install Eclipse (see installation instructions)
- Do assignment 1
 - Read carefully before you start
 - You may work together or help each other, but code should be your own!



- Hand-in <u>on Canvas</u> before the deadline
- Try examples/self-study/extra tutorial (explained in appendix of assignment 1)

🕌 Welcome		-		×
Name:	John			
	Good afternoon, John			
		Clear	Ok	