

How Mobile SDKs Help You

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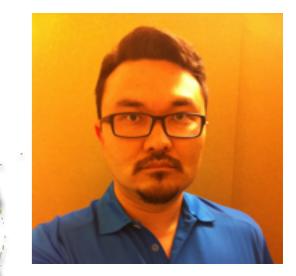


www.bignerdranch.com

gotocon.com

Hi, I'm Bolot

- Born in the USSR, Kyrgyzstan
- Studied in the US at Georgia Tech
- @bolot
- Tango and taido





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Big Nerd Ranch

- ★ BNR Atlanta: Galactic Headquarters
- ★ BNR Europe
- **★** BNR Training in Silicon Valley









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What does SDK do for you?





Complexity

CPU, GPU

power management

gyroscopes

accelerometers

storage

radios, GPS, cameras

microphones

display, touchscreen, etc...



Source: ifixit.com



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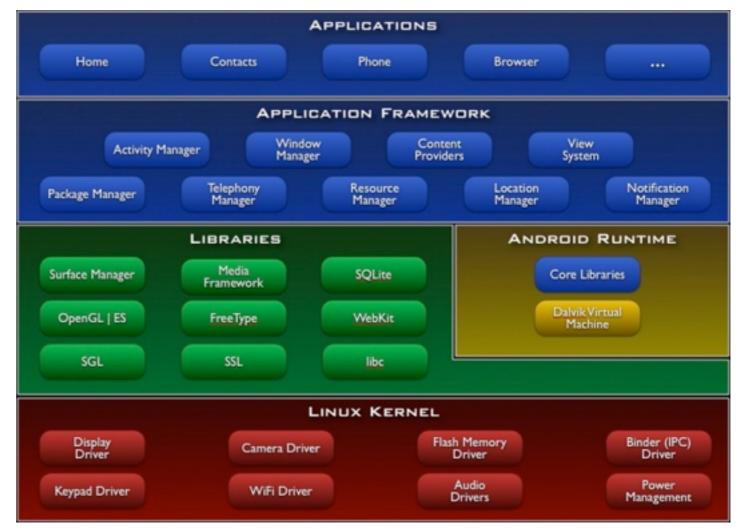
Complexity

- Network protocols
- Audio/video codecs
- Graphics
- **Device drivers**
- Process management
- Memory management
- Security

Power management, etc...



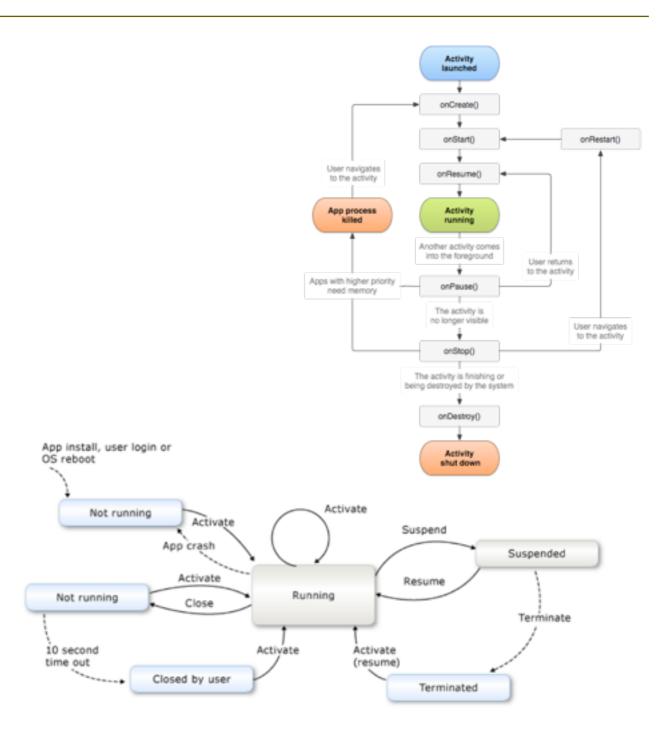
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Complexity

APIs

- App lifecycle management
- User interface
- User experience
- Services
- Distribution





Mobile: 1993 vs 2013





http://dashburst.com/humor/technology-in-1993-vs-2013/

Tools

IDE

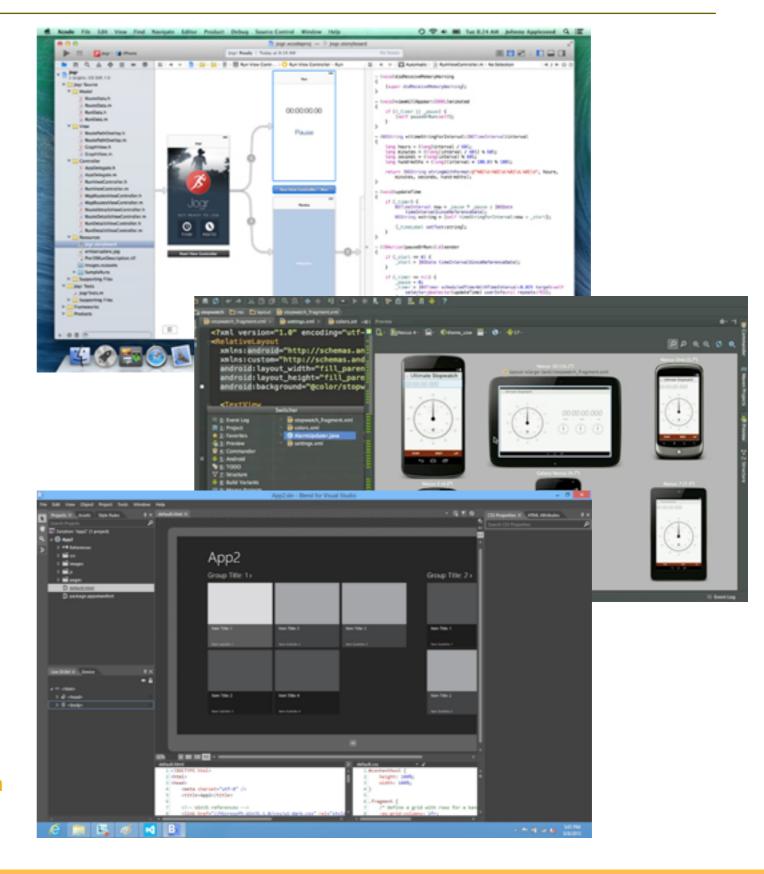
Editor

Compiler

UI Designer

Test runner

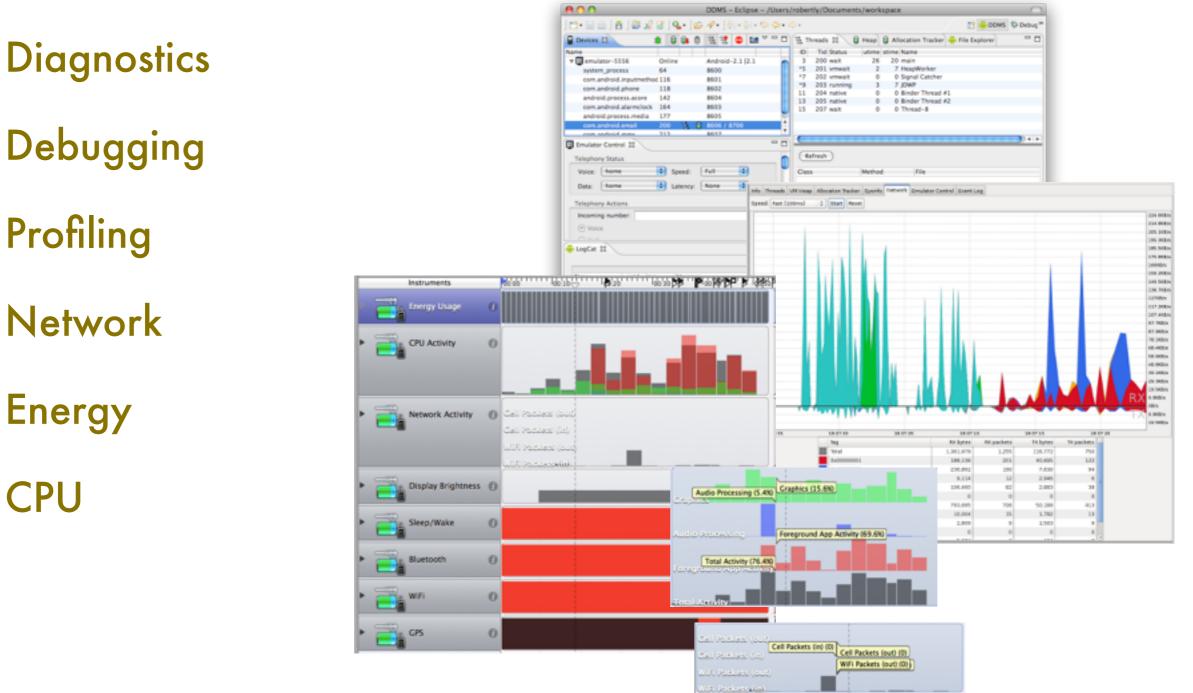
Programming language





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Tools





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Frameworks, libraries

Class libraries

Location, Maps (Google, Apple, Bing)

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Graphics, Open GL ES

Accelerometers

Data, SQLite









Developer resources

- Software design patterns
- **Best practices**
- **Reusable components**
- Application templates and sample projects
- Documentation, education
- Human interface guidelines



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Source: http://apple.com/

Design









Source: http://developer.android.com/

- **Cell identification**
- **Cell triangulation**
- SIM, raw GSM
- Wifi
- GPS



iOS

```
- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        locationManager = [[CLLocationManager alloc] init];
        [ locationManager setDelegate:self];
        [ locationManager setDesiredAccuracy:kCLLocationAccuracyBest];
        [ locationManager startUpdatingLocation];
    }
    return self;
}
- (void)locationManager:(CLLocationManager *)manager
     didUpdateLocations:(NSArray *)locations
{
   CLLocation *newLocation = [locations lastObject];
   NSLog(@"%@", newLocation);
}
```



Android

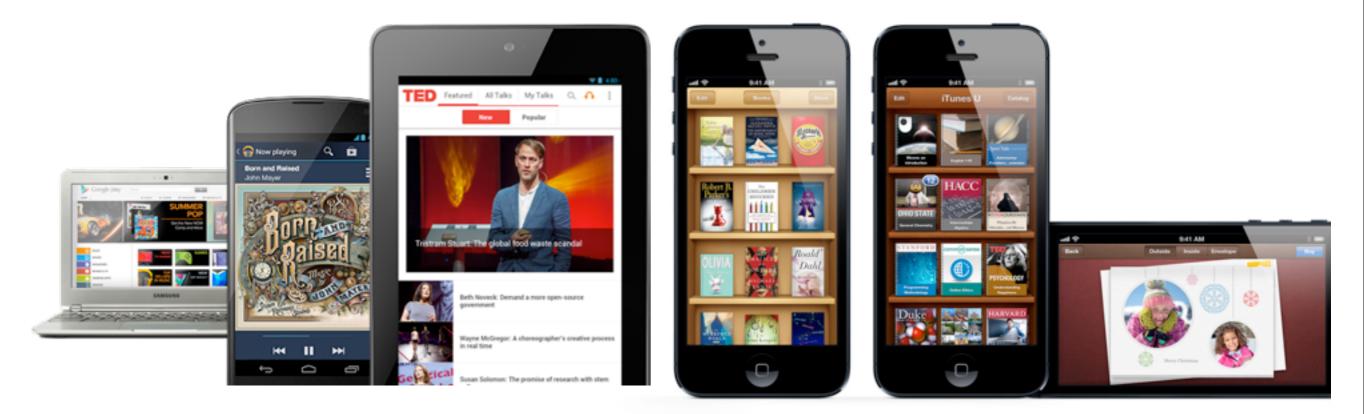


Windows

```
{
geoLocator = new Geolocator();
geoLocator.PositionChanged
                   += new Windows.Foundation.TypedEventHandler<Geolocator,
                       PositionChangedEventArgs>(geolocator PositionChanged);
}
private void geolocator_PositionChanged(Geolocator sender,
            PositionChangedEventArgs args)
{
    // Need to set map view on UI thread.
   this.Dispatcher.RunAsync(CoreDispatcherPriority.Normal,
        new DispatchedHandler(
            () => {
                DisplayPosition(this, args);
            }));
}
private void DisplayPosition(object sender,
    PositionChangedEventArgs args)
{
    Location location = new Location(args.Position.Coordinate.Latitude,
        args.Position.Coordinate.Longitude);
}
```



Distribution: Stores







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