Contents

- Course outline
- Motivation
- Mobile middleware overview
Course Overview

- **3 credit course**
  - 2 credits for the exam
  - 1 credits for the assignment
  - (it is also possible to do a bigger assignment with more credits)

- **Three components**
  - Lectures
  - Assignment
  - Literature (three papers and course book)

- **Grading based on**
  - Exam (70%)
  - Assignment (30%)
Timetable

- 11.3 Introduction and assignments
- 18.3. Platforms, Middleware
- 25.3. Platforms continued.
- 1.4. Patterns and applications
- 8.4. Patterns and applications continued
- 15.4. Applications and Summary

- Assignment reception
  - Tuesdays 17.3-25.4 18-20 D122 Julien Mineraud
  - Final submission in May

- Course exam on 29.4. 16:00 in B123
Course Book

- Mobile Middleware – Architecture, Patterns, and Practice published by Wiley
  - Publication date 27.3.2009
  - Available in digital form

- Several papers to read
Included chapters

- Chapter 1: Introduction
- Chapter 2: Architectures (note 2.6 describes old systems)
- Chapter 3: Support Technologies. 3.1, 3.6, 3.7
- Chapter 4: Principles and Patterns
- Chapter 10: Application and Service Case Studies
Additional reading

Assignments

- Environment
  - Android development platform

- The topic
  - Development of a cool application

- The tools:
  - Sensordrone (include SDK)

- What is required:
  - Short plan (one page, design)
  - What is the topic
  - Schedule

- Groups 2-3 persons
Topics

- Android Sensing Application
- Use SensorDrone to implement a cool sensing application
- Application reads necessary values through the API, uses these locally and sends data also to a server
  - Data sharing between the apps
    - Design only or also implementation
- Can test with a real device!
Registration instructions

- Form a group of 2/3 people
- Send an email to mineraud@cs.helsinki.fi where you state:
  - Name of the group
  - Names and student IDs of the group members
  - Ideas for an application using the sensordrone's data