Design and Implementation of Mobile Applications

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Introduction
Who I am

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Code: https://github.com/gioquattrocchi/DIMA2015
Me and mobile development

- When I was a little bit younger than you (2008)
- Mainly iOS development
- SgarbiX, a ‘successful’ app (20k copies sold)
- Now just an hobby
From my own experience

- Good and simple ideas win (also useless)
- Indie developers can compete with big companies
- Indie developers, as you, can make lot of money
- Developers needs a little bit of knowledge in UI and UX design
- A useful and highly requested skill in the industry
But now…

- Market saturated with millions of apps
- It’s more difficult to find original ideas
- The average quality is pretty high
- Before the user was ‘excited’, now it’s ‘bored’
- A paid app has to be great because free apps are usually pretty good
- If you find a good idea be prepared for lot of competitors
New opportunities

- Everyone has a smartphone

- Paid apps are difficult but free + in-app purchase is becoming popular

- Wearables

- TVs

- And maybe cars…
The App
Movies Diary

- An app for movies fans
- Keeps track of movies you have watched
- Rate and write a short review about movies
- Sharing
- Search your reviews by different criteria (rate, title, director, etc.)
- See your friends’ taste (if we will have time…)

Prototype Screenshots

Search for a movie

Mulholland Drive

No Country For Old Men

Movies Diary

No Country For Old Men

Joel and Ethan Cohen

This movie is a masterful evocation of time, place, character, moral choices, immoral certainties, human nature and fate. It is also, in the photography by Roger Deakins, the editing by the Coens and the music by Carter Burwell, startlingly beautiful, stark and lonely. As McCarthy does with the Judge, the hairless exterminator in his "Blood Meridian" (Ridley Scott's next film), and as in his "Suttree," especially in the scene where the riverbank caves in, the movie demonstrates how pitiful ordinary human feelings are in the face of implacable injustice.
What you will learn about Android

- Using activities, explicit and implicit intents
- Material design
- Different layouts (Relative, Linear, ListView, CardView, …)
- Managing data
- Using a REST service from an app
- Handling search
- Localization