“An Introduction to Android Programming”

Friday, October 14
Glatfelter 112, 3pm

Join us for a special two-hour Friday tutorial on the fundamentals of programming for Android devices. During this time, each student will be guided to develop a very simple game. In the process, we will learn how to define app layout via XML, and how to make use of common elements such as images, labels, and buttons. Simple game AI will also provide exposure to threads and event-driven programming. Finally, we will learn about saving app state, allowing dynamic change in app orientation.