LUDWIG-
MAXIMILIANS-
UNIVERSITÄT
MÜNCHEN

FAKULTÄT FÜR MATHEMATIK, INFORMATIK UND STATISTIK
INSTITUT FÜR INFORMATIK
ARBEITSGRUPPEN MEDIENINFORMATIK UND
MENSCH-MASCHINE-INTERAKTION

Praktikum Entwicklung Mediensysteme (für Master)

Organisatorisches

Today

- Schedule

- Organizational Stuff

- Introduction to Android

- Exercise 1

Schedule

- Phase 1 – Individual Phase:
  - Introduction to basics about Android
  - Exercises 1 to 3 (+1 advanced exercise for Master students)
  - Each student works on exercises himself/herself
  - Weekly meetings

- Phase 2 – Concept Phase:
  - Concept development for an application around a specific topic
  - Topic: ???

- Phase 3 – Implementation Phase
  - Regular Milestone Mettings

- Phase 4 – Depolyment Phase
  - Depoly your application on the Android Market
  - Fame and Glory

Overall Topic: ????

- Will be unveiled later

Timeline

Date	Topic/Activity
5.5.	Introduction and Overview of the Android Platform
12.5.	entfällt
19.5.	Implementing a User Interface
26.5.	Storing, Retrieving and Exposing Data
2.6.	entfällt (Christi Himmelfahrt)
9.6.	Brainstorming, Application Design
16.6.	Project Phase Starts
	... (Milestones)
28.7.	Final Presentation

Organizational Stuff I

- 4 SWS

- Weekly Meetings
  - Thursday 14 Uhr c.t. - ca. 16 Uhr
  - Room 107, Amalienstr. 17
  - New Media lab available soon (if necessary)

- Homepage
  - http://www.medien.ifi.lmu.de/pem

Organizational Stuff II

- Students work in teams

- SVN accounts for each team
  - https://tracsvn.medien.ifi.lmu.de/repos/pem-ss11-team**X**
  - Außerdem steht ein Bugtracksystem zur Verfügung:
    https://tracsvn.medien.ifi.lmu.de/proj/pem-ss11-team**X**

- Students check their exercises in with their group's SVN repository

Teams

- **Team 1:** Annika Tonch, Beatrice Lamche, Simon Eumes, Benedikt Bleimhofer

- **Team 2:** Stefanie Grois, Claudia Lauschke, Julia Polleti, Robert Wilde

- **Team 3:** Andreas Sedlmeier, Simon Mang, Wojciech Lobacz, Elisabeth Engel

- **Team 4:** Michael Marth, Katharina Rausch, Evgeniya Ivanova, Lucia Cichella
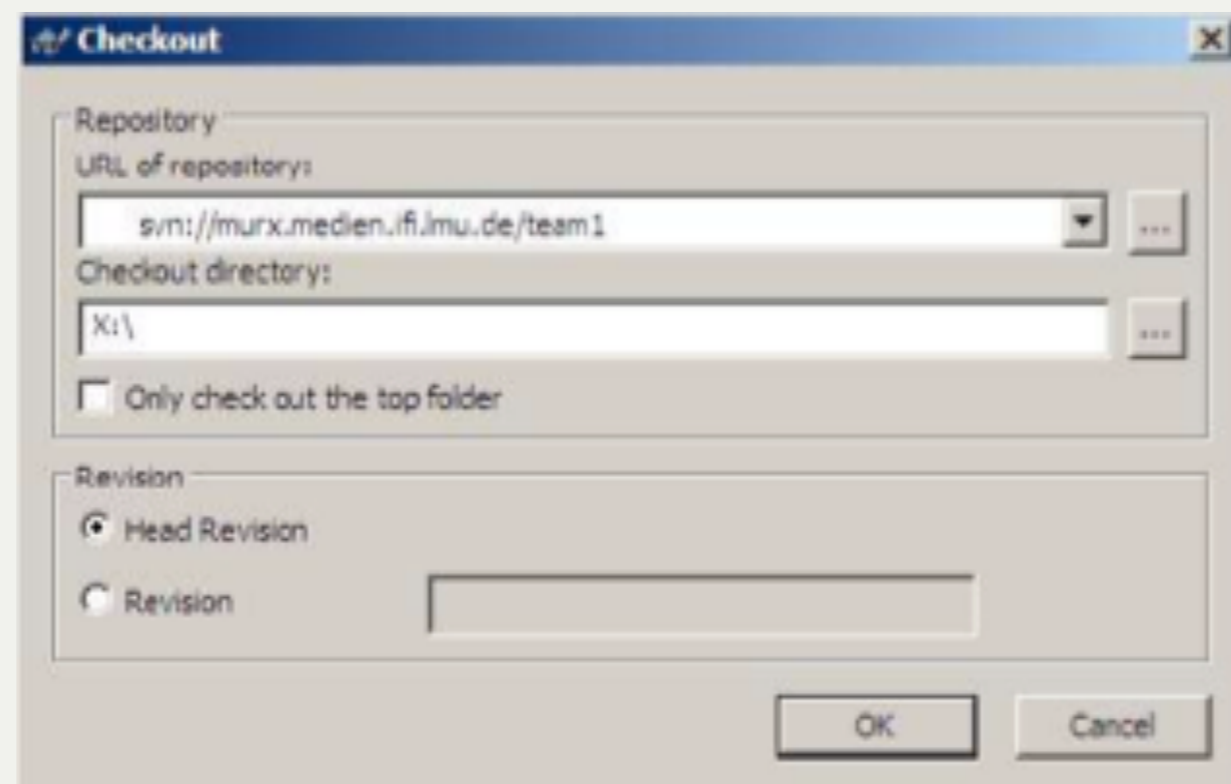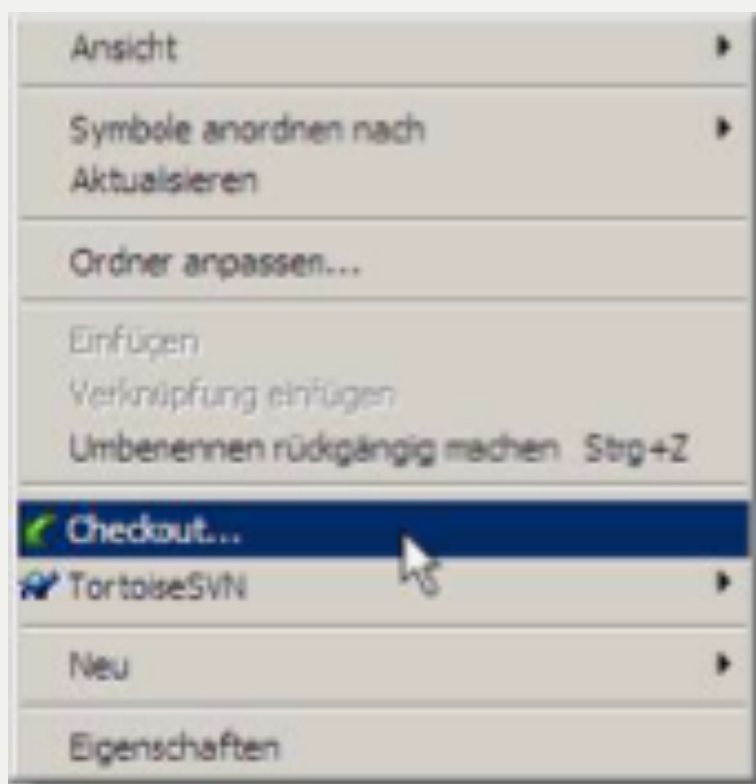
Technology – SVN

Technology – SVN I

- SVN - General
  - Version control system
  - Enables collective editing of shared source code
  - Data stored in a „Repository" which is accessed over the network
  - Editing on local copies of the files
  - Old version available on the server
  - When possible, files will be merged automatically when edited by multiple users at the same time
  - Similar to CVS

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SUBVERSION

Technology – SVN II

- SVN – First Steps (using Tortoise SVN)

  1. Download a SVN Client like Tortoise SVN for Windows http://tortoisesvn.net/

  2. Checkout your team repository (creates a local copy of the repository)
     Create an empty folder, open it, right-click and choose „Checkout".

Technology – SVN III

- SVN – First Steps (using Tortoise SVN)

  3. Each time you start working perform the "Update" command.

  4. Each time you're done working perform a "Commit". Both commands are located in the right-click menu.

  5. Further functionalities are available in the right-click menu like "delete", "rename" and more.
     Attention: Do not use the OS-functionalities for this functions. And do not touch the hidden .svn-Folders, especially do not copy an svn-folder (use Export-Command).

     For further Information read the German SVN introduction by Richard Atterer, which can be found here: http://www.medien.ifi.lmu.de/fileadmin/mimuc/mmp_ss04/Projektaufgabe/mmp-subversion.pdf

Fragen?