Invited Speaker Sessions Nov 12, 2013 3pm - 5pm (Broadway 3 & 4) Facilitator: Mickey Dietrich, Tug Hill Commission;

Mobile App Development Workshop

Kiichi Takeuchi

Senior Software Developer Adjunct Professor Long Island University

http://facebook.com/LIUMobileGIS http://liu.edu/gis



Presentation

- 1. Introduction
- 2. Overview of App Development
- 3. Installation Process
- 4. Q&A

(break)

Lab

BYOD: Android Workshop - Hello Map!

About Me

Computer + Earth Science

In University

- Full Time .NET Developer
- Distributed 15,000+ iPads with Apps
- Launched Online Campus: "Mobile GIS"



Mobile GIS

Requirements

501: Introduction to GIS

502: Introduction to Computer Science

Electives (Pick Two)

503: iOS

504: Android

503: Web App

In My Company

- CTO
- Developing Apps since day 1 of App Store
- More than 180+ apps: iOS, Android, and

Windows Phone

Why Mobile?

Sensors

• How many sensors?

Sensors

- GPS: Lat / Lng
- Magnetometer
- Accelerometer: Tilt X,Y,Z
- Gyroscope : Pitch, Yaw and Roll
- Proximity Sensor
- Camera
- Microphone
- Barometer
- Bluetooth (e.g. iBeacon) etc...

Store Locator

- Typical Store Locator
- Distance Search
- Direction
- Multi-Platform: iOS/Android Phone/Tablet



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Tracker

- Draw Polyline
- Calculate Geographic Distance
- Calculate Speed



iSeismometer





User Experience

- Multi-Touch Screen
- Portability
- Simplicity

Measure Apps



Tap to draw polygon & calculate the area or distance

Elevation - In classroom



Elevation - In classroom



Elevation App - Android & iOS



Elevation - Mount St. Helens



Web Apps



Scope of Apps

- What is the role of mobile device?
- Data Collection? Portable Viewer? As a part of software suite?

... but try to avoid "Everything in one app"

Wifi Mapper - iOS Version

- Data Recording App
- Record Wifi strength and GPS coordinates
- Export data as Excel format
- Display recorded locations as markers



Wifi Mapper - Android Version

- Data Recording App
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Wifi Mapper - Desktop to Web App gis.liu.edu



Other GIS Apps

- Mailbox Finder / Fleet
- Store Locator
- Campus Map
- WiFi Mapper
- Geo Measure
- Tracking Apps
- Shoreline AR App
- Checkin Apps
- Shapefile Loader
- Data Collection Apps, etc...

About Accuracy and Precision



Consideration

- Maintenability
- Accuracy of Data
- Battery Life
- Compliance / Liability
- Variety of Usecases

iOS v.s Android

Development Environment

	iOS	Android
OS	MacOS Only	Windows & MacOS
SDK	XCode	JDK
		ADT
IDE		Eclipse, IntelliJ, and Android Studio
Plugin		Google Play Services
Language	Objective-C	Java
Regular Test	Simulator	Emulator
Map SDK	Apple, Google, ArcGIS, etc	Google, ArcGIS, etc
Мар Арр	Simulator and Device	Device Only(?)
Map App Test	Easy on Simulator	Difficult (e.g. Use 3rd Party App)



"Buy a device for Android Development"

Why Device?

- Faster
- Only \$200
- Map App does not work on Emulator

Suggestion #2

"If you have a choice to buy Mac or Windows, buy a Macbook."

In Short...

"You need only Mac for iOS but you need a device for Android."

Distribution

	iOS	Android
Test Distribution	AdHoc Provision	Just Send .APK
Demo	AirServer	Android Screencast
Store	Review (7 - 10 days)	No Review
Compatibility	Only Few Variations Fast Update	Diverse Slow Update

Version	Codename	API	Distribution
2.2	Froyo	8	1.7%
2.3.3 - 2.3.7	Gingerbread	10	26.3%
3.2	Honeycomb	13	0.1%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	19.8%
4.1.x	Jelly Bean	16	37.3%
4.2.x		17	12.5%
4.3		18	2.3%





"Android Development is easier, faster, and cheaper because of Java and Open Source? There is a catch"

iOS Setup for Map App

- 1. Buy a Mac
- 2. Download XCode from App Store
- 3. Done!



Android Setup for Map App

- 1. Setup Environment:
 - a. Eclipse + ADT + JDK
 - b. IntelliJ + ADT + JDK
 - c. Android Studio + JDK
- 2. Device Driver
- 3. Plugin: Google Play Service
- 4. Generate Hash on the device
- 5. Create Generate Key at Google API Console
- 6. Configure the App

Web App v.s Native App

Web Apps v.s. Native Apps

	Web	Native
Rendering	Browser Rendering	OpenGL
Language	HTML5 & JavaScript	Objective-C, Java, etc
Usability	B+	A
Flexibility	A	В
Development Cost	A	C
Capability	B- (getting better!)	A

Data Format

Format	Rating
CSV	Easy and there are a lot of libraries, but limited features
GeoJSON	Easy and take advantage JSON Library
KML	Midium and take advantage existing xml library
ShapFile	Difficult, Slow and Limited Access to Libraries
ESRI Web Service	Easy and use API from ESRI

ShapeFile & ArcGIS Web Services

- OpenMap Library for ShapeFile
- ESRI ArcGIS SDK for Web Services

Testing

TestFlight is your buddy

ObjectGraph LLC Apps GeoMarker							
We are updating our storage services Some builds uploaded between 11/7 13:09 PST - 11/8 13:00 PST may be unavailable until full resolution. Read More							
Builds All of the beta builds for this app you have uploaded							
GeoMarker Builds Added Date Built For SDK dSYM SO Crashes Feedback SI Installs							
Settings Oct. 31, 2013 Universal Image: Control of the set							
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SDK Debugger							

Reports

i≡ Builds

Production Crashes

Why TestFlight?

- Automate Test Binary Distribution
- Measurement: Sessions, Crush Report,
- Management: Issue Tracker, Bug Reporter, Check-Point etc...

Get a free account today testflightapp.com

Thank you Lab Session http://bit.ly/geocon2013

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