

GDG DevCamp 2015

Week 01

I. Android Training

Course Summary

Android Fundamentals blends theory and practice to help you build great apps the right way. Participants worked with instructor, step-by-step, to build an Android app, and learn best practices of mobile development in general and Android development in particular.

Prerequisites

1 year of programming experience in Java.

Skills Gained

- Build an Android app step-by-step with Android Studio.
- Running App on Android Virtual Device in Android Studio IDE & Genymotion.

Lesson 1: Create Project with a Simple UI (August 5 & 6, 2015)

Starting by installing Android Studio, creating the first project with a simple list-based user interface and built and deploy it to virtual and actual devices.

Outline

This is an initiation to the [Android Studio](#) and as well the fundamental of Android Application tips.

- Course Goals and Prerequisites
- Installing [Android Studio](#)
- Creating a new Android Studio Project
- Selecting a Minimum and Target SDK
- Select a [Target SDK](#)
- Select a Target SDK Solution
- Finish creating a New Project
- Install HAMX
- Launch Sunshine and Create an AVD
- Android Software Stack and [Gradle](#)
- Debugging with a Physical Device
- Install Genymotion for virtual devices
- Launching on a Device
- Start to build the App
- Create a User Interface

- Adding ListItem XML
- Introducing Responsive Design
- ScrollViews and ListViews
- ListView Layouts
- Create Data
- Adapters
- Finding Views findViewById
- Launching Sunshine

Lesson 2: Create New Activities and Navigate Apps with Intents (August 8, 2015)

Giving the app structure and create more complex Activities. Participants learned about Android's Intent framework, and how to use Intents to navigate between Activities, both within the app and as a way to add 3rd party functionality.

- App navigation with Explicit Intents
- Share Intent and the Android sharing framework

Outline

Launching the Android Studio IDE, launching the app and troubleshooting AVD launching.

- App navigation with Explicit Intents
- Implicit Intents to incorporate 3rd-party apps
- Share Intent and the Android sharing framework
- Broadcast Intents and Broadcast Receivers

Trainer

Daniel Rene PEWO, fouomenedaniel@gmail.com

Attendance

With an average participation of 25 attendees per day mostly of Engineering Students, Computer Science Students, Developers, IT Engineers and IT Passionate.

II. App Engine Training

Prerequisites

1 year of web application programming experience in Java or Python.

Skills Gained

Write code and deploy apps to Google Cloud Platform

Lesson 1: App Engine Architecture & Optimization (August 6 2015, 17h-19h)

- Cloud Concept
- Life of a Request
- App Engine Design Principles

Lesson 2: Managing Your App (Saturday 8th August 2015, 8h-10h)

- Admin Console
- Billing and Quotas
- SLA and Premium Account

Lesson 3: User APIs and Authentication (Saturday 8th August 2015, 10h-12h)

- OAuth2
- Configuring Your App's Authentication
- Hands-On Lab Exercise

Trainer

Romarc Hinault

Attendance

With an average participation of 25 attendees per day mostly of Engineering Students, Computer Science Students, Developers, IT Engineers and IT Passionate.

III. Project Coaching & Mentoring Session

The only session of the week was August 7, 2015. This session was focused on two principal aspects:

- Challenge timeline
- Idea Building.

The registered project proposal ideas, based on problem identification were:

- 1- Linking Music Industry Artist and public through a platform that offer notifications, music audio and video storing, hangouts, etc. By @Vitalis
- 2- Registering for new academic year to help parents have a choice of their children's schools and access information related to the educational institutions with possibility of doing direct registration and have an overview of the number already registered. By @Xavier & @Tony
- 3- An e-Commercial platform to link producers and consumers/retailers of the agro-pastoral activity sector. This should give possibilities of accessing

demand and supply, rates and addressing; with a logging up strategy to enable the users have authenticated IDs and ease monetary transactions. By @Jean-Marc

- 4- Booking for journeys in inter-urban travel agencies with the possibility of accessing travel schedules and confirming/cancelling journey. By @Vivien
- 5- An orientation app for students to enable them build their career with focus of strengthening competence and skills to suite the job market. By @Bakota
- 6- An app to boost educational system that offers students means of applying for admission and these applicants screened by the committee and teachers can as well apply and be screened by the admin who can register new teachers, and teachers can share course related information and be recalled via notification. @Frank Armel
- 7- A job seeking and application portal. @Olivia & @Nadine
- 8- An application to foster cultivation of basic and elementary crops, presenting users and where they can find seedlings. It offers counseling and presents suppliers. By @Donald
- 9- App that registers clients in a bar and/or snack, saves their commands and gives them possibility of booking tables through Mobile Money transaction. By @Marius
- 10- Telemedicine portal to offer tele-consulting, electronic medical records, and access pharmacists with fordable rates. By @Steve

Coach

Cyprien Tankeu

Images

Day 01: <https://plus.google.com/photos/+Gdg-yaoundeOrg/albums/6179587744290224017>

Day 02: <https://plus.google.com/photos/+Gdg-yaoundeOrg/albums/6179591507972822113>

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& <https://plus.google.com/photos/+Gdg-yaoundeOrg/albums/6180599202620549457>

Logistics

DESIGNATION	QUANTITY	OBSERVATION
Hall	01	Reserved
Internet Modem	02	Available
Video-Projector	01	Available
Roll ups	04	Not Available

Supervision

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Reporter

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