Department of Computer Science and Engineering

FACULTY OF ENGINEERING

CHRIST (Deemed to be University)

PEER WORKSHOPS

Android App Development Workshop

Date: 26-08-2019 - 30-08-2019

Time: 9:00 am-4:00 pm

Venue: Room no. 242, Block 2, Christ Kengeri campus

Speaker/s: Viren Luke Radhakrishnan, Prachi Sethi

Organization and Place: ASCII

Target Audience (Students): 2nd Years

Total Students' Present: 38

Objective: Theworkshop sought to educate its participants on the basics of Android application development, and sought to give its participants a brief overview on some of the best practices and design principles of building mobile applications. The workshop also sought to teach its participants the difference between building mobile applications and building traditional desktop applications, with respect to size, form factor, and other device related constraints. The applications built as part of the workshop will pave the way for applications that the students may want to build in the future.

Possible Learning Outcomes: By the end of the two day workshop, students had built a usable set of applications that they could showcase in a portfolio, and left with a good understanding of the complexities and subtleties associated with application development.

Interested students could also choose to dive deeper into the subject, and learn how to build more advanced applications with more feature rich code bases.

Description: An Android workshop was conducted in the Room no 242, Block II, Kengeri Campus, CHRIST (Deemed to be University), for students of the 2nd year who had registered for the same. The two day workshop covered the fundamentals of Android application development for mobile devices, and by the end of the workshop, the students had developed three functional applications for their mobile devices, learning the concepts of application development in the process.

Basic knowledge of Java or any other Object Oriented Programming Language was required to be able to fully grasp the concepts that were taught. Students were also expected to come prepared with the following:

1. A modern laptop with a fully functional build of Android Studio.
2. An Android smartphone.
3. A USB cable to connect the smartphone to the computer.
4. The desire to persevere and learn, even when challenging concepts were being explained.

In order to successfully graduate from the workshop and receive a certificate, students were required to submit a project within the stipulated time. The project was intended to help them practice many of the vital concepts that they learnt during the course of the workshop. It gave the students a hands-on experience on what real-world Android projects are like.

The workshop received an excellent feedback, overall. Some notable pieces of feedback have been listed below:

- “It was really helpful”
- “It was a very informative session”
- “I understood what was taught and actually gained interest in App Development because I understood what was taught. The teaching was great!”