

## **Social Media Apps Programming**

#### Course Orientation and Introduction to Social Media and Mobile Apps Programming

1061SMAP01 TLMXM1A (8648) (M2143) (Fall 2017) (MIS MBA) (2 Credits, Elective) [Full English Course] Fri 8,9 (15:10-17:00) B206



Min-Yuh Day, Ph.D. Assistant Professor

**Department of Information Management** 

**Tamkang University** 

http://mail.tku.edu.tw/myday

2017-09-22

## Android /iOS Apps Programming



Native Mobile App Hybrid Mobile App Responsive Web App Progressive Web App (PWA)

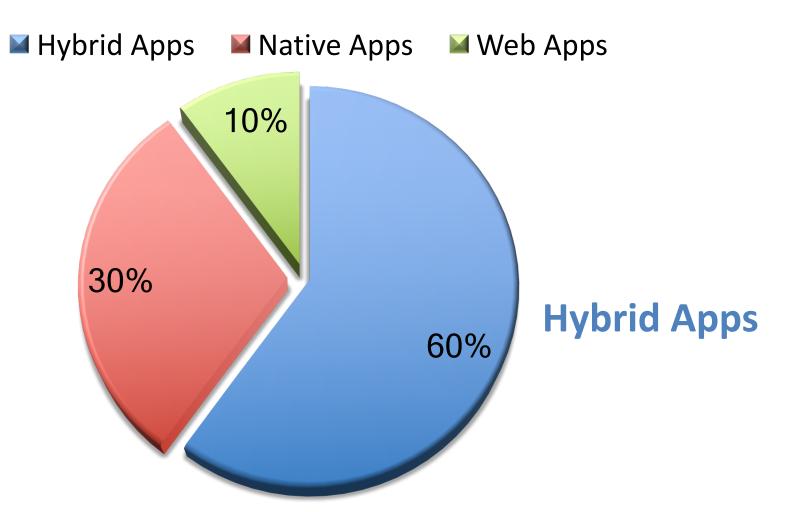


## Progressive Web App (PWA) Responsive Web Apps Responsive Design HTML5/CSS3/JavaScript



Source: http://www.ihealthspot.com/ResponsiveWebsiteDesign.aspx

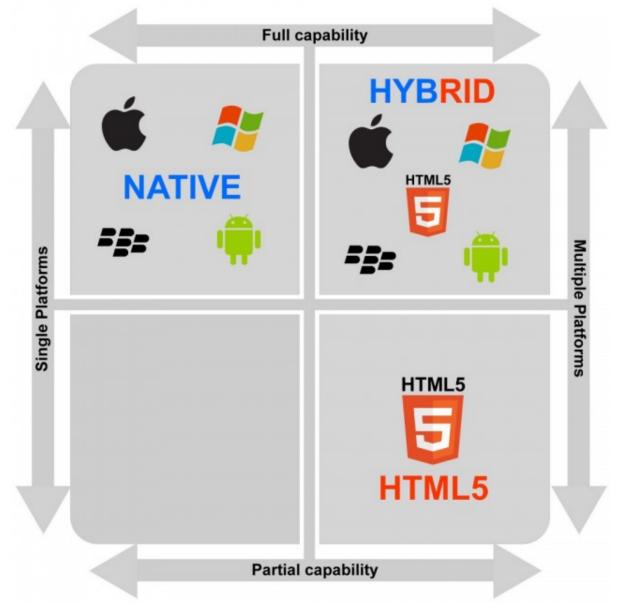
## **Enterprise Apps in 2015**



## Gartner recommend hybrid apps over native apps development for businesses

Source: <u>http://blog.commontime.com/hybrid-apps-the-right-response-to-byod-in-business/</u>

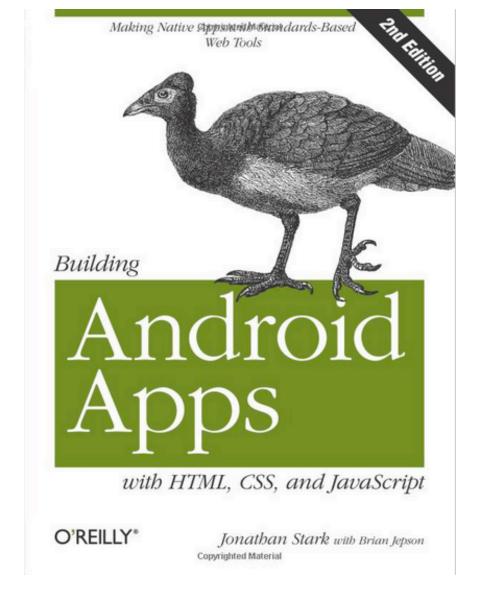
#### **Enterprise Apps (Hybrid HTML5) in 2016**



Source: http://justcreative.com/2016/03/17/html5-vs-native-apps-whats-best-for-2016/

#### Building Android Apps with HTML, CSS, and JavaScript: Making Native Apps with Standards-Based Web Tools,

Jonathan Stark & Brian Jepson, O'reilly, 2012



#### Building iPhone Apps with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa,

Jonathan Stark, O'reilly, 2010

Making App Store Appr With Mar @bjective-C or Cocoa



with HTML, CSS, and JavaScript

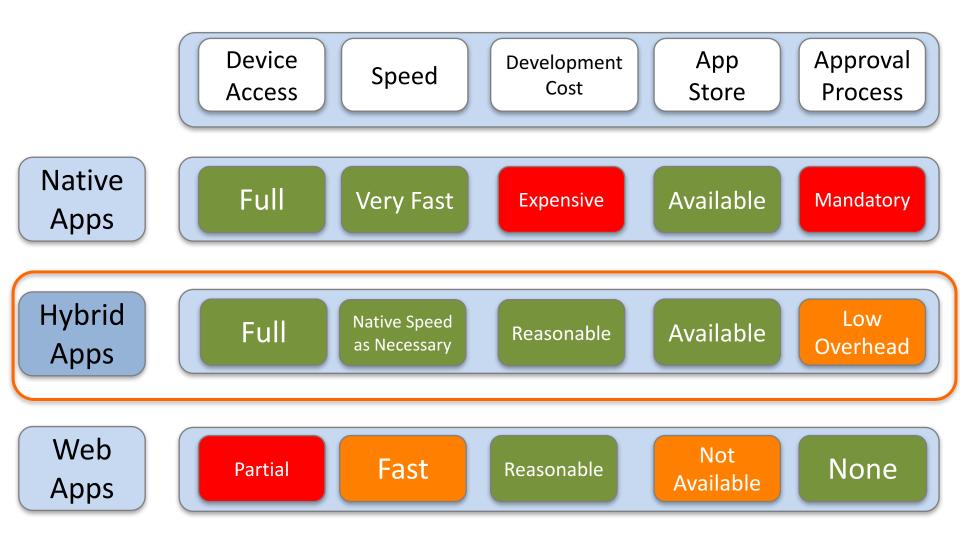


Jonathan Stark

**Copyrighted Material** 

Source: http://www.amazon.com/Building-iPhone-Apps-HTML-JavaScript/dp/0596805780

### **App Development Comparison**



Source: http://www.scribd.com/doc/50805466/Native-Web-or-Hybrid-Mobile-App-Development

### **Course Syllabus**



Tamkang University Academic Year 106, 1<sup>st</sup> Semester (Fall, 2017)

- Course Title: Social Media Apps Programming
- Instructor: Min-Yuh Day
- Course Class: TLMXM1A (MIS MBA)
  - Master's Program, Department of Information Management, 1A
- Details
  - Selective
  - One Semester
  - 2 Credits
- Time & Place: Fri 8, 9 (15:10-17:00) B206

## **Department Teaching Objectives**

- Devoting to the integration and research of information technology and business management knowledge
- Cultivating for society, middle and higher level managers with both information capabilities and modern management skills

Tamkang



## **Department Core Competences**

- 1. Use of modern management knowledge
- 2. Logical thinking
- 3. Critical analysis
- 4. Integration of information technology and business management
- 5. Research and innovation
- 6. Theory and applications data analysis
- 7. Information and communication security management
- 8. Verbal and writing communication skills

## **Course Introduction**



- This course introduces the fundamental concepts and practices of social media and mobile apps programming.
- Topics include
  - Introduction to Android / iOS apps programming,
  - Developing Android native apps with Java (Android Studio),
  - Developing iPhone / iPad apps native apps with Swift (XCode),
  - Mobile apps using HTML5/CSS3/JavaScript,
  - jQuery Mobile,
  - Create hybrid apps with Phonegap,
  - Google Cloud Platform,
  - Google app engine, Google map API,
  - Facebook API,
  - Twitter API,
  - Case study on social media apps programming and marketing in Google Play and App Store.



## **Teaching Objectives**

Students will be able to understand and apply the fundamental concepts and practices of social media and mobile apps programming



## **Teaching Methods**

- Lecture
- Discussion
- Simulation
- Practicum
- Problem Solving



#### Assessment

- Practicum
  - Report
- Participation

## Course Schedule (1/2)



Week Date Subject/Topics

- 1 2017/09/22 Course Orientation and Introduction to Social Media and Mobile Apps Programming
- 2 2017/09/29 Introduction to Android / iOS Apps Programming
- 3 2017/10/06 Developing Android Native Apps with Java (Android Studio)
- 4 2017/10/13 Developing iPhone / iPad Native Apps with Swift (XCode)
- 5 2017/10/20 Mobile Apps using HTML5/CSS3/JavaScript
- 6 2017/10/27 jQuery Mobile
- 7 2017/11/03 Create Hybrid Apps with Phonegap
- 8 2017/11/10 jQuery Mobile/Phonegap
- 9 2017/11/17 jQuery Mobile/Phonegap

## Course Schedule (2/2)



- Week Date Subject/Topics
- 10 2017/11/24 Midterm Project Report
- 11 2017/12/01 Case Study on Social Media Apps Programming and Marketing in Google Play and App Store
- 12 2017/12/08 Google Cloud Platform
- 13 2017/12/15 Google App Engine
- 14 2017/12/22 Google Map API
- 15 2017/12/29 Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
- 16 2018/01/05 Twitter API
- 17 2018/01/12 Final Project Presentation
- 18 2018/01/19 Final Exam Week (Final Project Presentation)



## **Grading Policy**

- Mark of Usual: 50%
- Final Apps Project: 50%
  - Midterm Project Report
  - Final Project Report



## **Textbooks and References**

- Textbook: Slides
  - <u>http://mail.tku.edu.tw/myday/teaching.htm#1061SMAP</u>
- Jonathan Stark, Building iPhone Apps with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa, O'reilly, 2010.
- Rohit Ghatol and Yogesh Patel, Beginning PhoneGap: Mobile Web Framework for JavaScript and HTML5, Apress, 2012.
- Jon Reid, jQuery Mobile, O'reilly, 2012.

## References

- jQuery Mobil: <u>http://jquerymobile.com/</u>
- PhoneGap: <u>http://phonegap.com/</u>
- MIT App Inventor: <u>http://appinventor.mit.edu/</u>
- Apple Developer: <u>https://developer.apple.com/</u>
- Android Developer: <u>http://developer.android.com/</u>
- Facebook Developers: <u>https://developers.facebook.com/</u>
- Twitter Developers: <u>https://dev.twitter.com/</u>
- Google App Engine: <u>https://developers.google.com/appengine/</u>
- Gephi: Social Network Analysis and Visualization: <u>https://gephi.org/</u>
- Netvizz: Facebook Netvizz app: <u>https://apps.facebook.com/netvizz/</u>

#### Building iPhone Apps with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa,

Jonathan Stark, O'reilly, 2010

Making App Store Appr With Mar @bjective-C or Cocoa



with HTML, CSS, and JavaScript



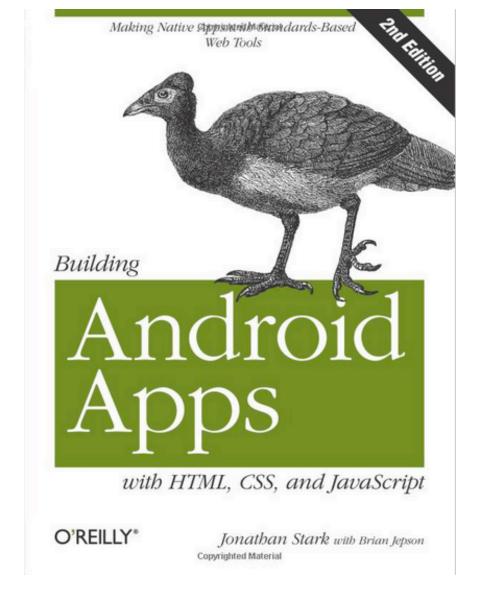
Jonathan Stark

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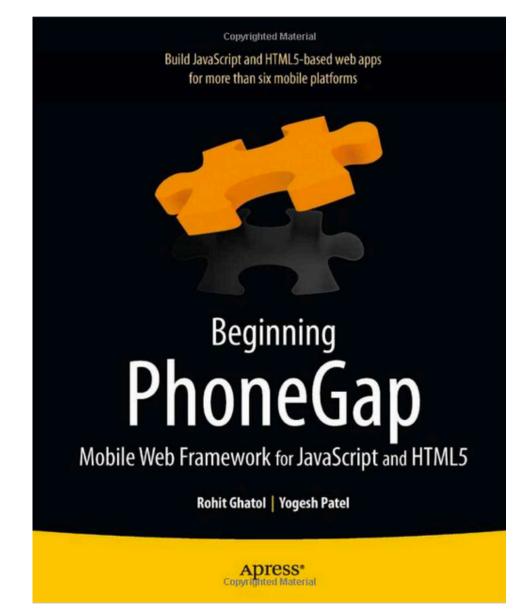
Source: http://www.amazon.com/Building-iPhone-Apps-HTML-JavaScript/dp/0596805780

#### Building Android Apps with HTML, CSS, and JavaScript: Making Native Apps with Standards-Based Web Tools,

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#### Rohit Ghatol and Yogesh Patel, Beginning PhoneGap: Mobile Web Framework for JavaScript and HTML5, Apress, 2012

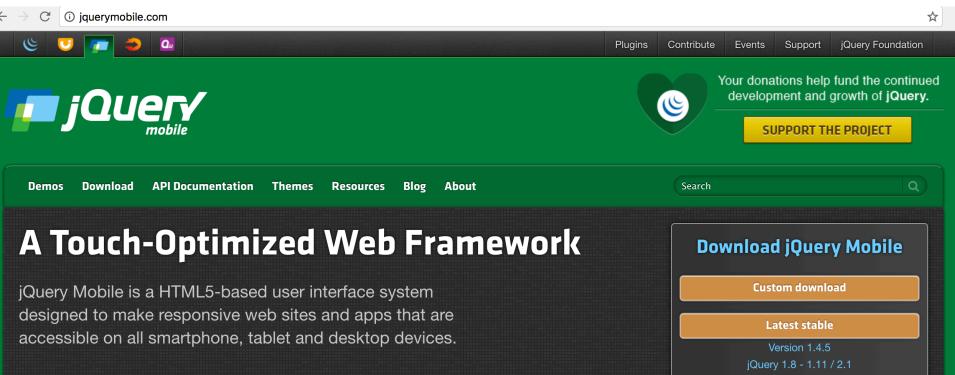


#### Jon Reid, **jQuery Mobile**, O'reilly, 2012



Source: http://www.amazon.com/jQuery-Mobile-Running-Maximiliano-Firtman/dp/1449397654

#### jQuery Mobile http://jquerymobile.com/



#### Seriously cross-platform with HTML5

jQuery Mobile framework takes the "write less, do more" mantra to the next level: Instead of writing unique applications for each mobile device or OS, the jQuery mobile framework allows you to design a single highly-branded responsive web site or application that will work on all popular smartphone, tablet, and desktop platforms.





#### **Developer Links**

- Source Code (GitHub)
- jQuery Mobile Git (WIP Build)
  - JavaScript
  - <u>CSS</u>
- Report an issue
- Browser Support
- 0----

### PhoneGap

#### http://phonegap.com/



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#### 🔟 Adobe PhoneGap

#### Products Get Started Docs App Showcase Blog

## Build amazing mobile apps powered by open web tech.

START NOW

LEARN MORE

#### Create your app with PhoneGap

Reuse existing web development skills to quickly make hybrid applications built with HTML, CSS and JavaScript. Create experiences for multiple platforms with a single codebase so you can reach your audience no matter

#### Package your app in the cloud

PhoneGap Build takes the pain out of compiling PhoneGap apps. Get appstore ready apps without the headache of maintaining native SDKs. Our PhoneGap Build service does the work for you by compiling in the cloud.

### **Apple Developer**

#### https://developer.apple.com/

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## **Apple Swift for iOS**

C Apple Inc. [US] https://developer.apple.com/swift/								
É Developer	Discover	Design	Develop	Distribute	Support	Account	Q	
Swift					Overview Swift Playg	rounds Resources	Blog	



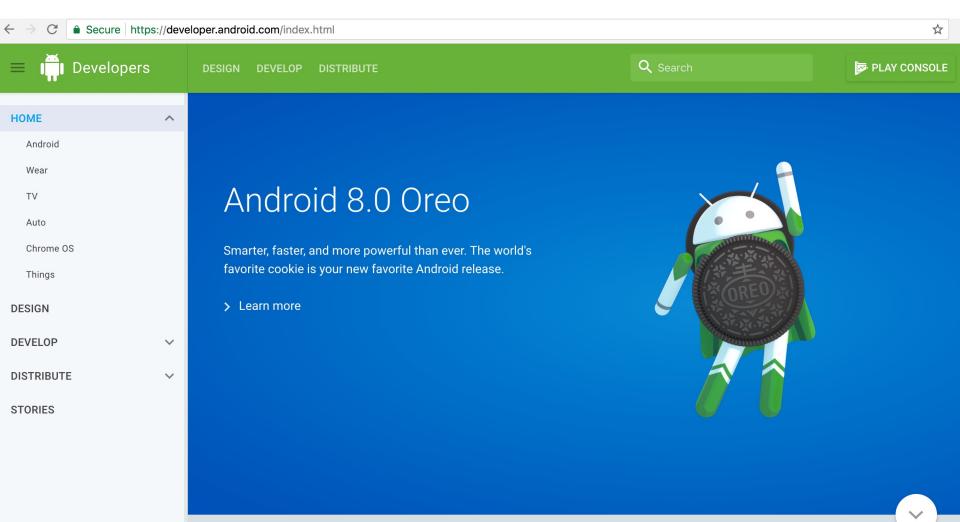
Swift 4

## The powerful programming language that is also easy to learn.

Swift is a powerful and intuitive programming language for macOS, iOS, watchOS and tvOS. Writing Swift code is interactive and fun, the syntax is concise yet expressive, and Swift includes modern features developers love. Swift code is safe by design, yet also produces software that runs lightningfast.

#### **Android Developer**

#### http://developer.android.com/



## **Facebook Developers**

C 
https://developers.facebook.com

facebook for developers

ers Products

Docs

Tools & Support News Videos

Q Search

My Apps 🔻 🎇

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#### Connect on a global scale.

Build, grow and monetize your apps with Facebook



**Facebook Login** 

Account Creation in two taps

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6	ה	

Sharing on Facebook

Promote your app or website organically



Facebook Analytics for Apps

Understand how people use your app



#### Mobile Monetization

Monetize your mobile app or mobile website with ads



#### Messenger Platform

Build your bot to reach 1 billion people

https://developers.facebook.com/

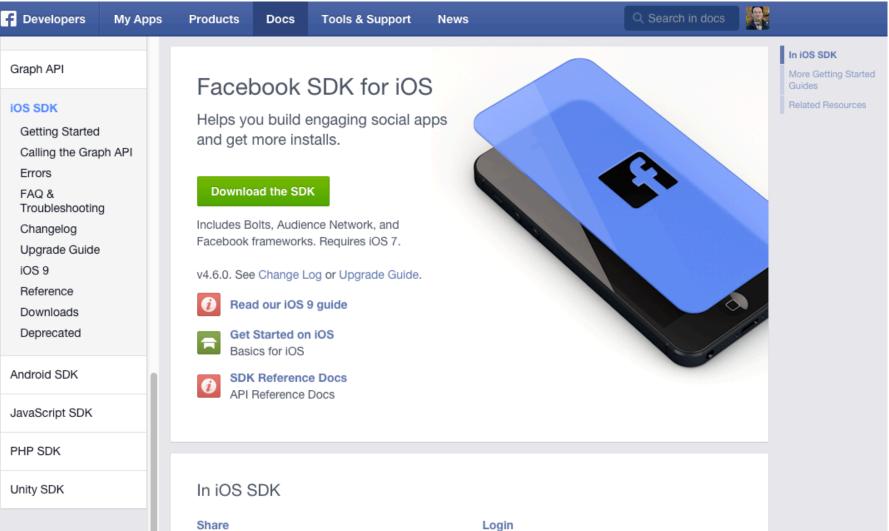
### Integrate Facebook with your native iOS apps



#### **iOS** Integrate Facebook with your native iOS apps.

https://developers.facebook.com/

## **Facebook SDK for iOS**



People on your app can share, send a message, or like content in your app. They can also share

People can sign in to your app with their Facebook Login.

#### https://developers.facebook.com/docs/ios/

# Integrate Facebook with your native Android apps.



### Android

#### Integrate Facebook with your native Android apps.

https://developers.facebook.com/

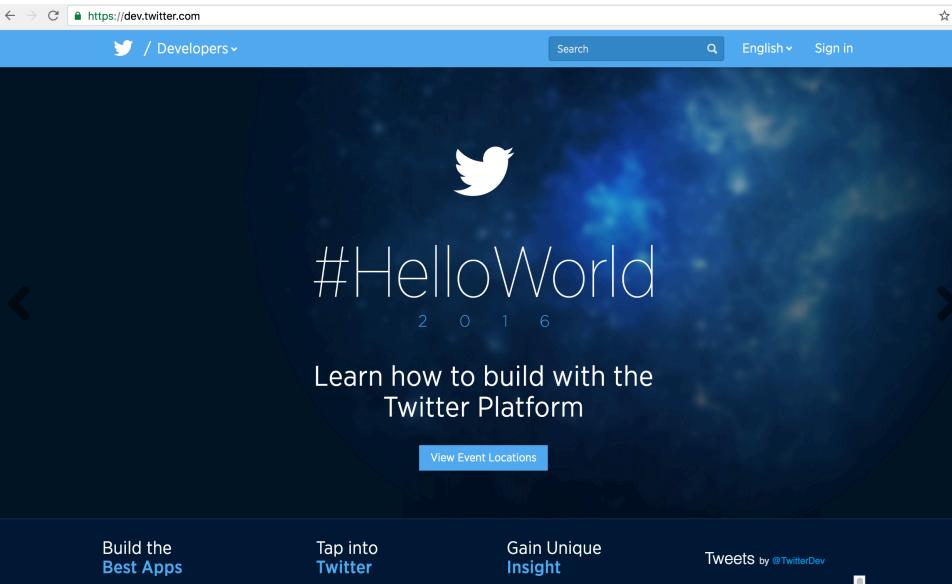
## **Facebook SDK for Android**

#### Developers My Apps **Tools & Support** Products News Docs In Android SDK App Development Other Resources Facebook SDK for APIs and SDKs Android Graph API Helps you build engaging social apps and get more installs. IOS SDK Download the SDK Android SDK Getting Started Includes Audience Network, and Facebook Calling the Graph API packages. Requires Android API 15. Changelog v4.6.0. See Change Log or Upgrade Guide. Upgrade Guide Get Started Reference Basic guide for Android Downloads Deprecated SDK Reference Docs i Reference Docs and sample code JavaScript SDK PHP SDK Unity SDK In Android SDK Login Share People can easily sign in to your app with their People using your app can share or send a

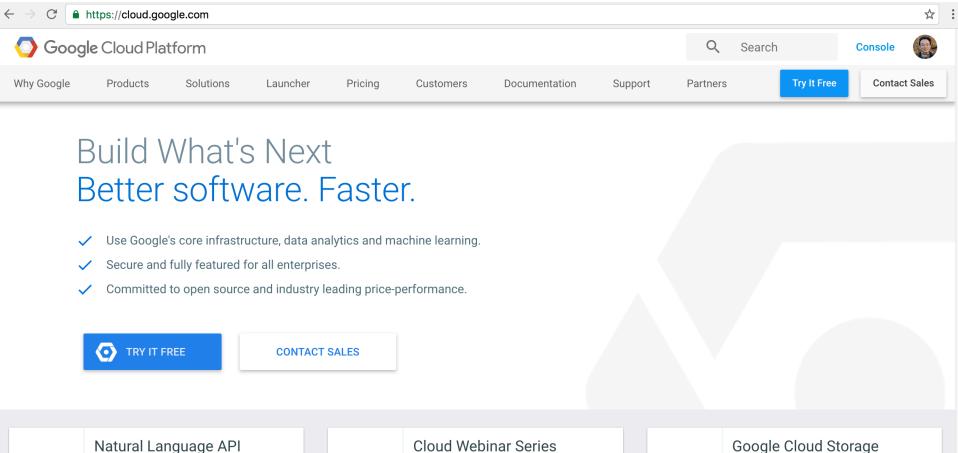
Source: https://developers.facebook.com/docs/android

#### **Twitter Developers**

#### https://dev.twitter.com/



### **Google Cloud Platform**





Analyze sentiment and entities with the Google Cloud NL API.

**LEARN MORE** 



Learn how to apply cloud technology to real world use cases.

SIGN UP NOW



#### **Google Cloud Storage**

Why you should add cloud storage to your data protection strategy.

#### DOWNLOAD WHITEPAPER

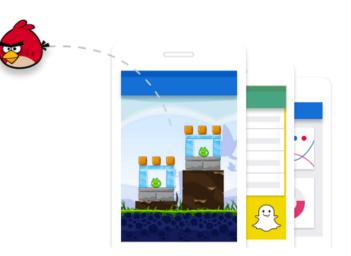
#### https://cloud.google.com/

### **Google App Engine**

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O Google Cloud Platform								<b>Q</b> Searc	ch	Console	
Why Google	Products	Solutions	Launcher	Pricing	Customers	Documentation	Support	Partners	Try It Free	Contact	t Sales
APP ENGINE A powerful platform to build web and mobile apps that scale automatically											
		TRY IT FREE									

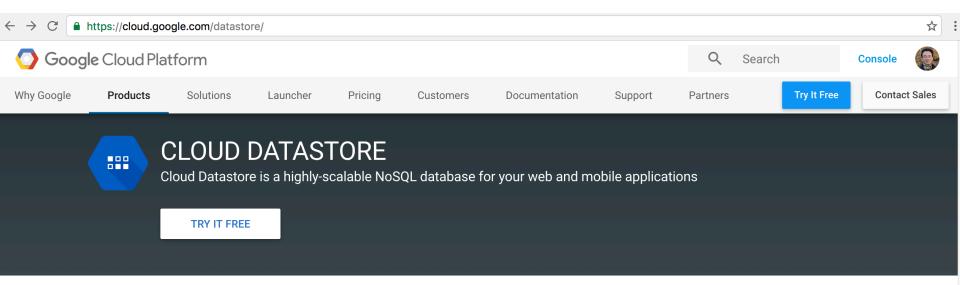
#### Build Apps, Scale Automatically

Google App Engine is a platform for **building** scalable web applications and mobile backends. App Engine provides you with built-in services and APIs such as NoSQL datastores, memcache, and a user authentication API, common to most applications.



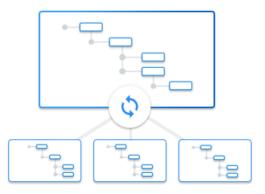
#### https://cloud.google.com/appengine/

#### **Google Cloud Datastore**



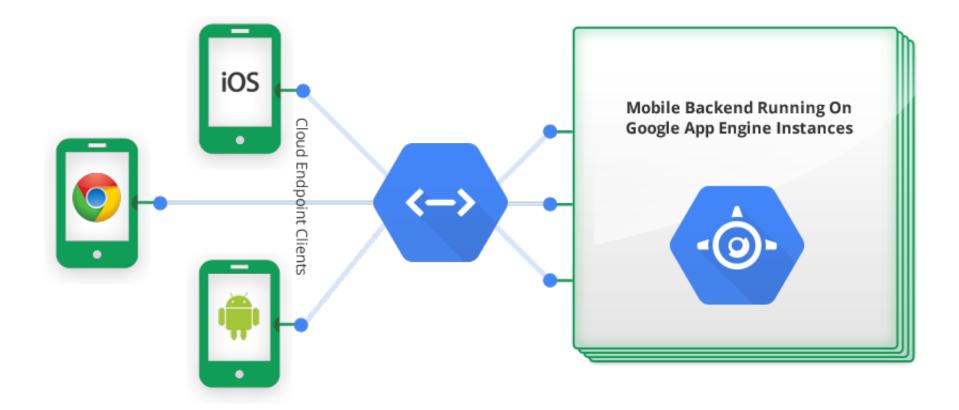
#### Highly Scalable NoSQL Database

Cloud Datastore is a highly-scalable NoSQL database for your applications. Cloud Datastore **automatically handles sharding and replication**, providing you with a highly available and durable database that scales automatically to handle your applications' load. Cloud Datastore provides a myriad of capabilities such as **ACID transactions**, **SQL-like queries, indexes and much more**.



#### https://cloud.google.com/datastore/

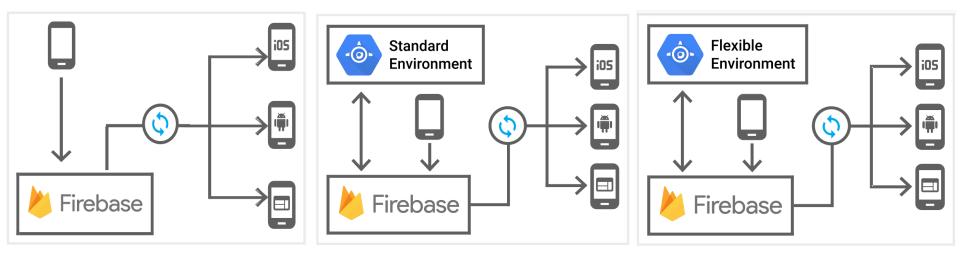
## **Google Cloud Endpoints**

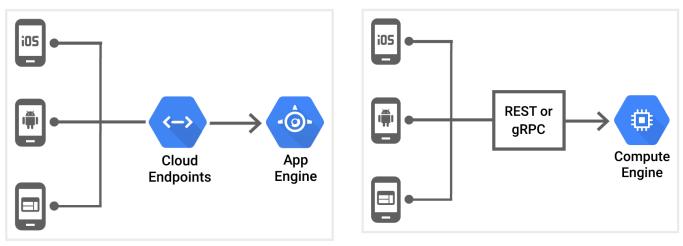


https://developers.google.com/appengine/docs/java/endpoints/



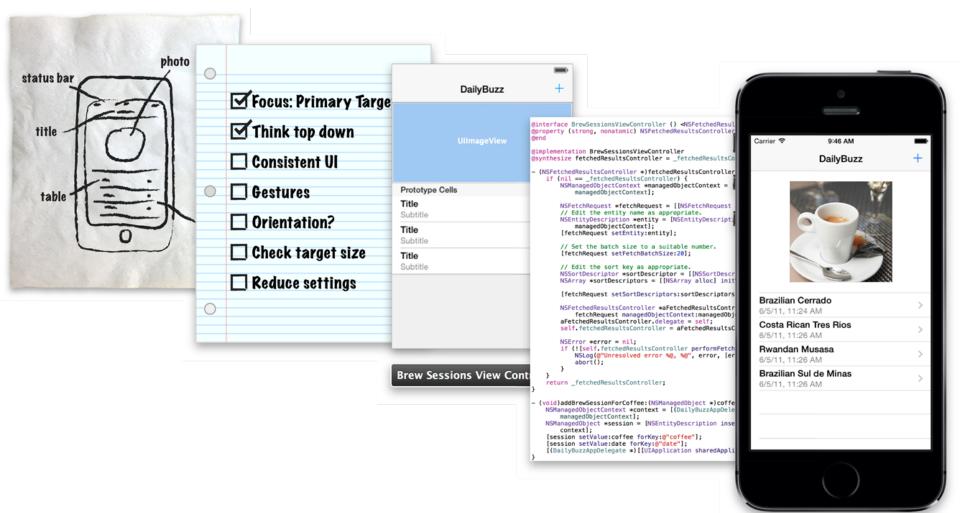
## **Mobile App Backend Services**





Source: <u>https://cloud.google.com/solutions/mobile/mobile-app-backend-services</u>

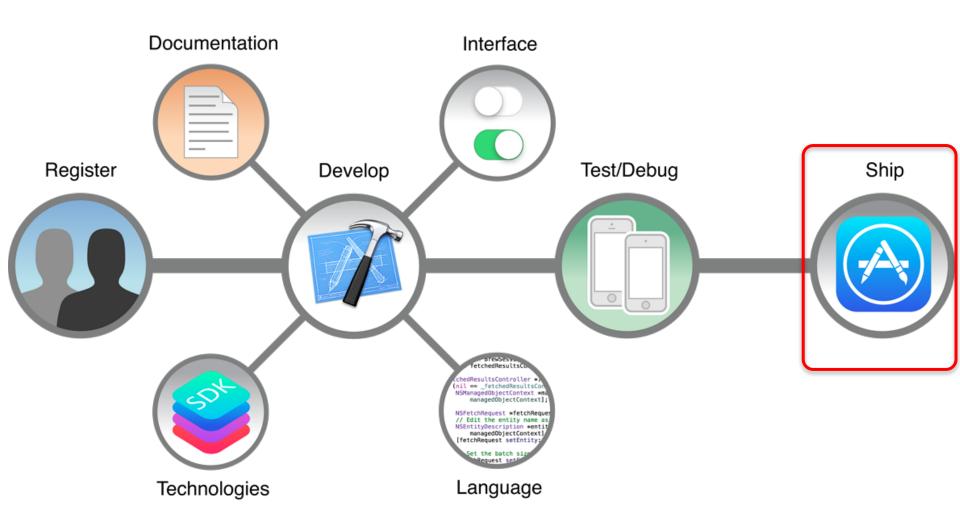
## **iOS App Development Process**



Source: https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/AppDevelopmentProcess.html

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## **Apps Development Life Cycle**



#### Gephi: Social Network Analysis and Visualization: <a href="https://gephi.org/">https://gephi.org/</a>



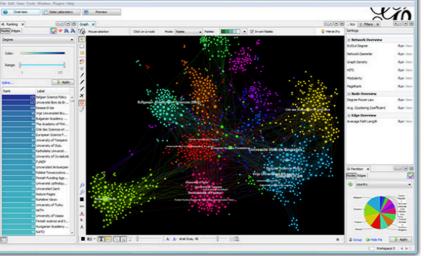
Gephi is an interactive visualization and exploration platform for all kinds of networks and complex systems, dynamic and hierarchical graphs.

Runs on Windows, Linux and Mac OS X. Gephi is open-source and free.

Learn More on Gephi Platform »



Videos



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#### APPLICATIONS

Exploratory Data Analysis: intuition-oriented analysis by networks manipulations in real time.

Quick start

Link Analysis: revealing the underlying structures of associations between objects, in particular in scale-free networks.



#### PAPERS

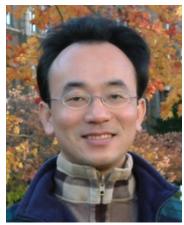


### Summary

- This course introduces the fundamental concepts and practices of social media and mobile apps programming.
- Topics include
  - Introduction to Android / iOS apps programming,
  - Developing Android native apps with Java (Android Studio),
  - Developing iPhone / iPad apps native apps with Swift (XCode),
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  - Create hybrid apps with Phonegap,
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  - Google app engine, Google map API,
  - Facebook API,
  - Twitter API,
  - Case study on social media apps programming and marketing in Google Play and App Store.



## Social Media Apps Programming Contact



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