The Evolution of Android Development
By Scott Lovy, UWM SCE Instructor

Being an Android developer, I’m very pleased to see that the Android development platform has been evolving, as all successful platforms do. Driving this evolution with an accelerated pace, is the growing popularity of the devices using it – smart phones, tablets, media players, etc. The other driving force is the “open source” concept, which in my experience is a double-edged sword for a developer. You have to watch out where you get your code from, but when you’ve established credible sources for tools, they can prove to be invaluable.

The current stage of development evolution is coming to an end, capping off a long period of a couple years where Native Android Apps, for the most part, have been designed from root controls and coding. This next stage of Android development assumes familiarity with the basic programming principles and moves on to the next phase – 3rd party tools. Game development is an exception with a longer history of depending on 3rd party tools to support the rich graphic interface and engine of the Android.

User Interface and Cloud Communications have been some of the key drivers in delivering 3rd party tools to developers. Users are getting used to “Sliding Menus,” “Sliding Drawers” and “Application Gestures,” which differ from original designs of simple button clicks that return simple results to text controls on a screen. Users expect their data to be saved “somewhere,” and to be accessed in sync with all their other devices logged into the same “Cloud” account.

The spectrum for Native Android App development is very large, so the UWM School of Continuing Education courses approach this design from a “real-world” use point of view. By creating in-class examples and workshops around features of real apps, students leave each course with the tools to start building apps immediately. We offer three levels of courses for Native Android development:

**Android Apps - Native Phone and Tablet Development** – Get introduced to the Native Android Development world, and start learning some of the core design elements. Work on Android Apps that have already been designed, and leave with the knowledge to set up your own development system and create your own apps.

**Android Apps - Advanced Android Application Development** – Focus on the top 10 “real-world” features needed to develop just about all Android apps. In-class workshops and projects will build upon your skills, so that after you complete the course you’ll feel confident in your ability to create Native Android apps of any sort.

**Android User Interface** - Pick up right where you left off in the advanced course. With a continued focus on “real-world” app features, you’ll also dive into User Interface aspects of design – gestures, UI Frameworks, slide menus, camera, GPS, etc.

For more on Scott, visit [http://www4.uwm.edu/sce/instructor.cfm?id=12044](http://www4.uwm.edu/sce/instructor.cfm?id=12044)

For more information please contact Pam Nellen at: 414-227-3208 or nellenp@uwm.edu