

## Google Phone Applications

**Google Phone Applications** were developed using the technology targeted at the Linux based mobile phone market using the Android Java based framework. Android is an open platform that is a software stack for mobile devices which includes an Operating System, middleware, and key applications to integrate with. The **Google Phone Applications** project consisted of two main efforts including applications development and home screen personalization.

### Applications Development

The applications development project required the design and development of Java based applications for a Linux based mobile phone using the Android framework. The set of applications developed included calendar, camera, audio player, task manager, and calculator. These applications were designed to have an innovative interactions and fresh appearance consistent with the base Google applications.

### Technologies

- Android SDK m3, m5
- Java2 SE
- Eclipse IDE
- Ant Java Build system
- XML
- Rational Rose
- Tortoise SVN

### Scope

- Requirements Definition
- Architecture and Design
- UML diagrams
- UI Graphic Design
- Applications Development
- Porting applications to Android SDK 0.9
- Testing
- 4 person project for 3 month duration

### Project Management

- Weekly updated project plan and budget
- Weekly status call
- Weekly status report
- Web access to Bug Tracking System

### Home Screen Personalization

The Home Screen Personalization project focused on customization of the main user interface screen. The objective of the project was to modify the Home screen application so that it can be customized through “virtual screens” which can contain the widgets including Weather, Shortcut, and Global Time that also were developed. All information on controlling the appearance of the virtual screens was designed in XML files.

