

## Google Phone Applications

**Google Phone Applications** were developed using the technology targeted at the Linux based mobile phone market – an Android Java based framework. It is an open platform that is a software stack for mobile devices which includes an Operating System, middleware, and key applications to integrate with.

**Google Phone Applications** project consists of two main parts: Applications Development and Home Personalization.

### Applications Development

The Applications Development required to design and develop Java based applications for the Linux based mobile phone using an Android framework. The created architecture allows an effective construction of an application suite to use the full capabilities of the Google Android SDK. The implemented set of robust applications (Calendar, Camera, Audio Player, Task Manager, Calculator) has an innovative and fresh appearance consistent with the Google based applications.

### Home Personalization

The Home Personalization focused on customization of the main user interface component – the home screen. The objective of the project was to modify the Home application so that it can be customized through “virtual screens” which can contain the widgets (Weather, Shortcut, Global Time) that also were developed. All the information on setting the appearance of the virtual screens is presented in XML files.



### Technologies

- Android SDK m3, m5
- Java2 SE
- Eclipse IDE
- Ant
- XML
- Rational Rose
- MS Office Project
- 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
- 3 month duration

### Project Management

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

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