University of Mila
Computer Science Department

Third-year Bachelor
Mobile Applications Course

Chapter 1
Part 1

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2025/2026

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Mobile Applications Course

Semestre 6 : Parcours SI

Unité d'Enseignement	VHS	V.H hebdomadaire				Coeff	Crédits	Mode d'évaluation	
	14 sem	C	TD	TP	Travail personnel			Continu	Examen
UE fondamentales									
UEF61 (O/P)		3h	1h30	1h30	6h	6	10		
UEF611 : Applications Mobiles	42h	1h30		1h30	3h00	3	5	40%	60%
UEF612 : Sécurité Informatique	42h	1h30	1h30		3h00	3	5	40%	60%
UE fondamentales									
UEF62 (O/P)		3h		3h	6h	6	10		
UEF621 : Intelligence Artificielle	42h	1h30		1h30	3h00	3	5	40%	60%
UEF622 : Données semi-structurées	42h	1h30		1h30	3h00	3	5	40%	60%
Unité Méthodologie									
UEM61 (O/P)			1h30		13h	4	8		
UEM611 : Projet					10h00	3	6		100%
UEM612 : Rédaction Scientifique	21h		1h30		3h00	1	2	100%	
Unité Transversale									
UET61 (O/P)		1h30			3h	1	2		
UET611 : Créer et développer une startup	21h	1h30			3h00	1	2		100%
Total Semestre 6	210h	7h30	3h	4h30	28h	17	30		

Unité d'enseignement fondamentale : UEF1

Crédits : 5

Coefficient : 3

Chapitre 03 : Activités et ressources

1. Introduction
2. Notion d'Activité

Chapitre

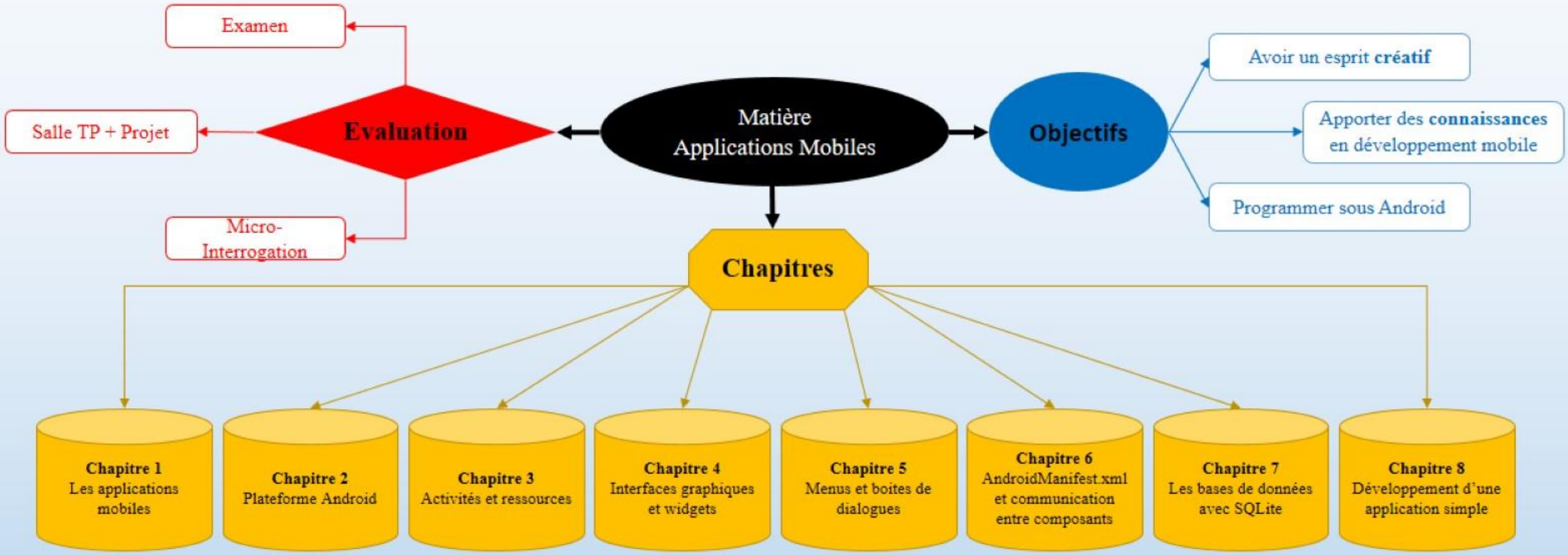
Chapitre 05 : Menus et boites de dialogues

1. Gestion des menus de l'application

- Créez des applications pour Android - OpenClassrooms
  https://openclassrooms.com/courses/creez-des-applications-pour-android
- Développement Android - Jean-Francois Lalande
  http://www.univ-orleans.fr/lifo/Members/Jean-Francois.Lalande/enseignement/android/cours-android.pdf

b) Les intents implicites
c) La résolution des intents implicites

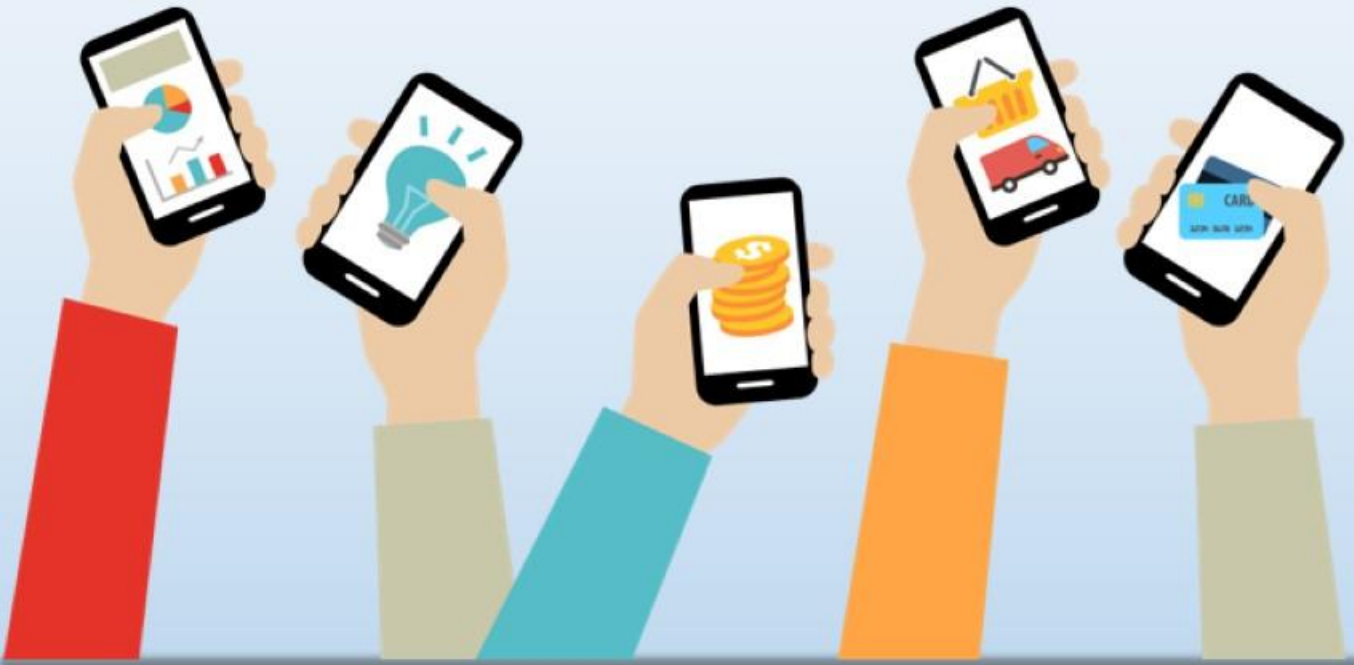
6. **Chapitre 04 :** Interfaces graphiques et widgets
   1. Création des interfaces graphiques
   2. Gérer les évènements sur les widgets

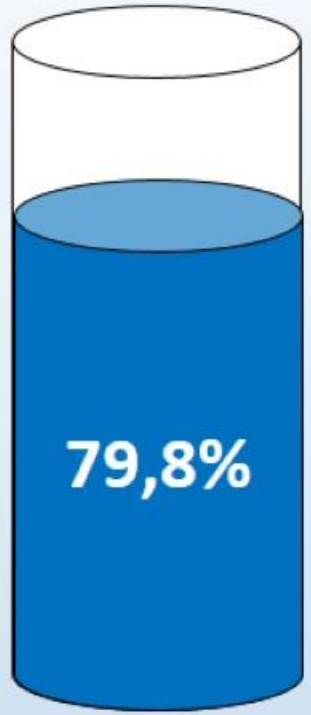

Examen
Salle TP + Projet
Evaluation
Micro-Interrogation
Matière
Applications Mobiles
Objectifs
Avoir un esprit **créatif**
Apporter des **connaissances** en développement mobile
Programmer sous Android
Chapitres
Chapitre 1 Les applications mobiles
Chapitre 2 Plateforme Android
Chapitre 3 Activités et ressources
Chapitre 4 Interfaces graphiques et widgets
Chapitre 5 Menus et boites de dialogues
Chapitre 6 AndroidManifest.xml et communication entre composants
Chapitre 7 Les bases de données avec SQLite
Chapitre 8 Développement d'une application simple


Go up and never stop

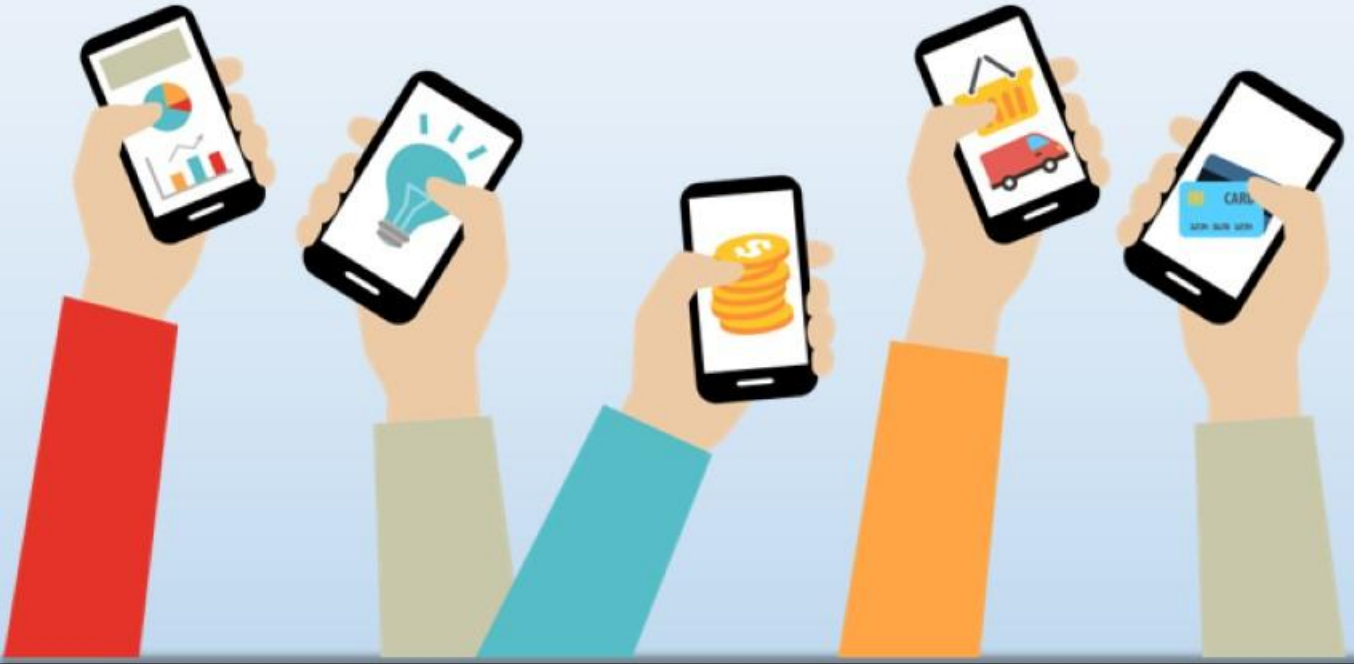
Do you think
the mobile application market
is exciting?

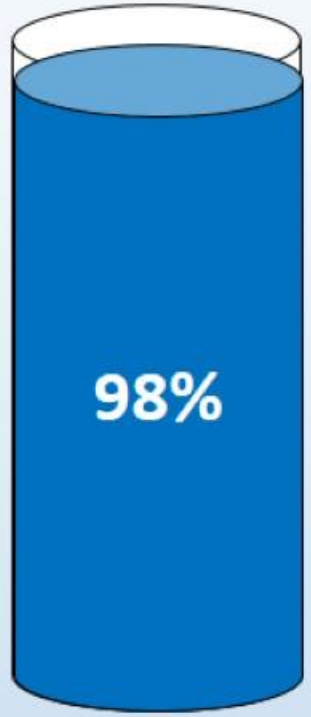
Most French people own a smartphone



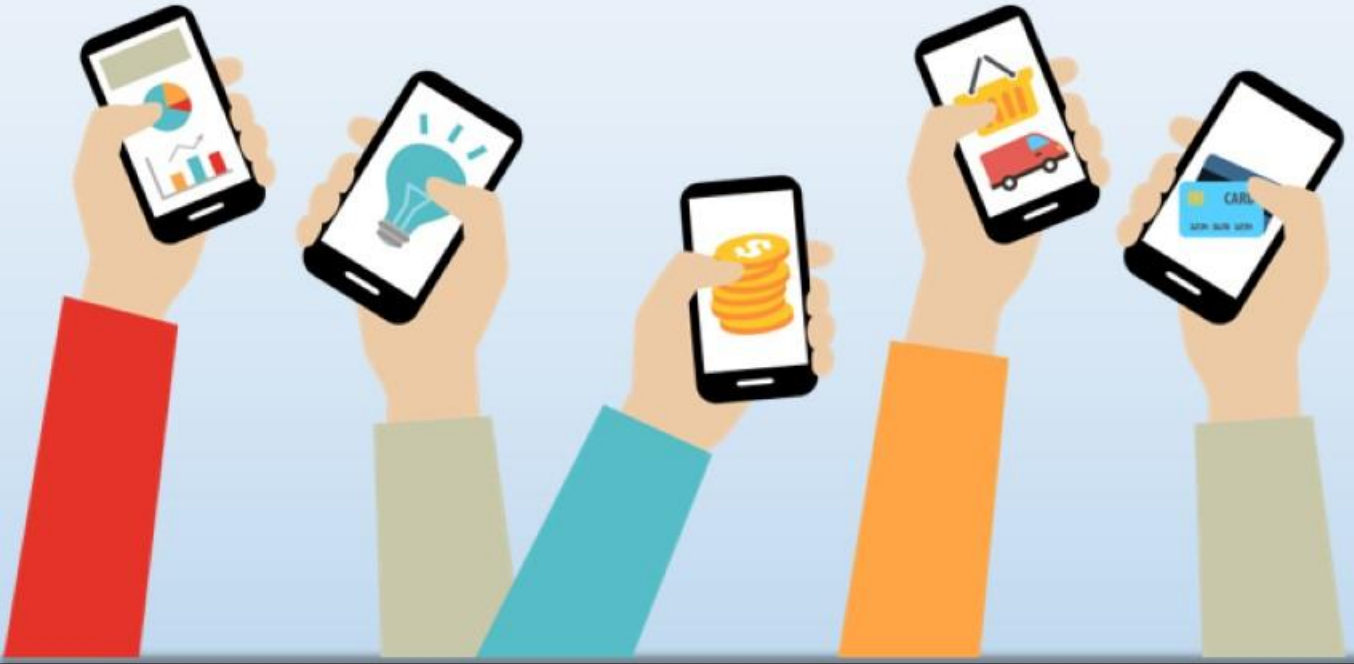


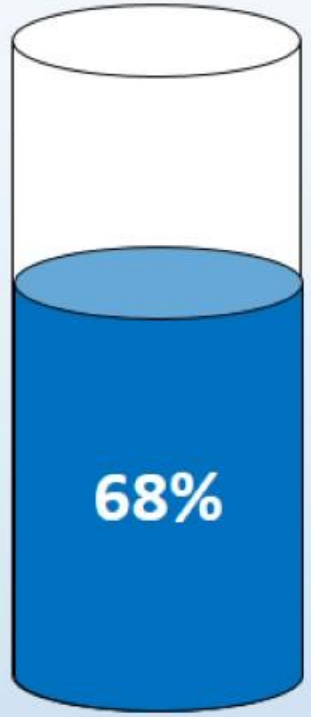
People aged 18–24 have a smartphone



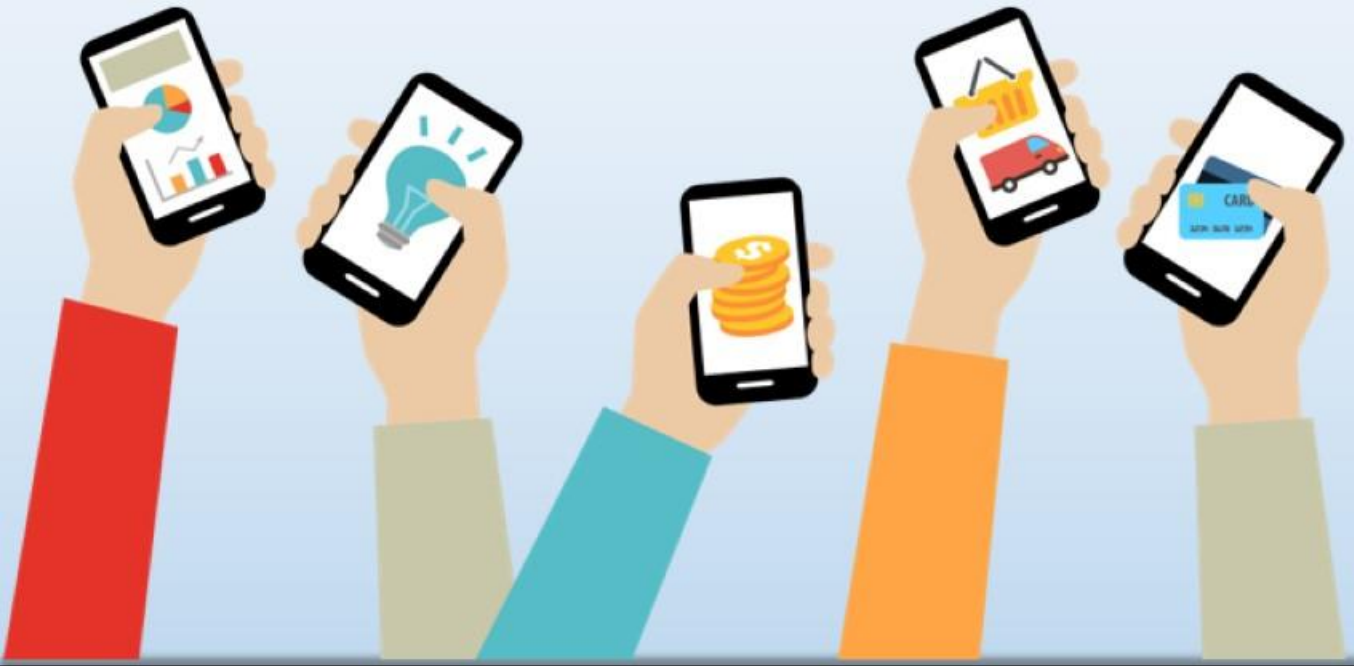


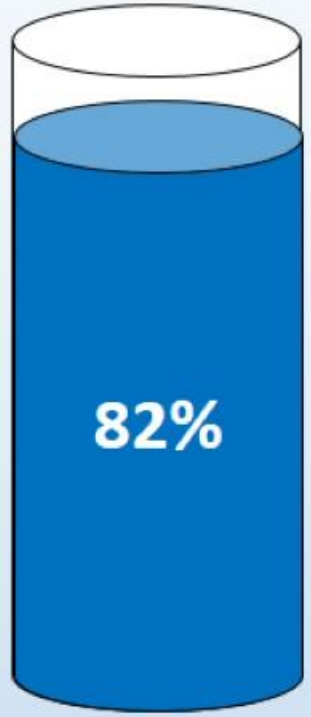
French users browse the internet via mobile devices



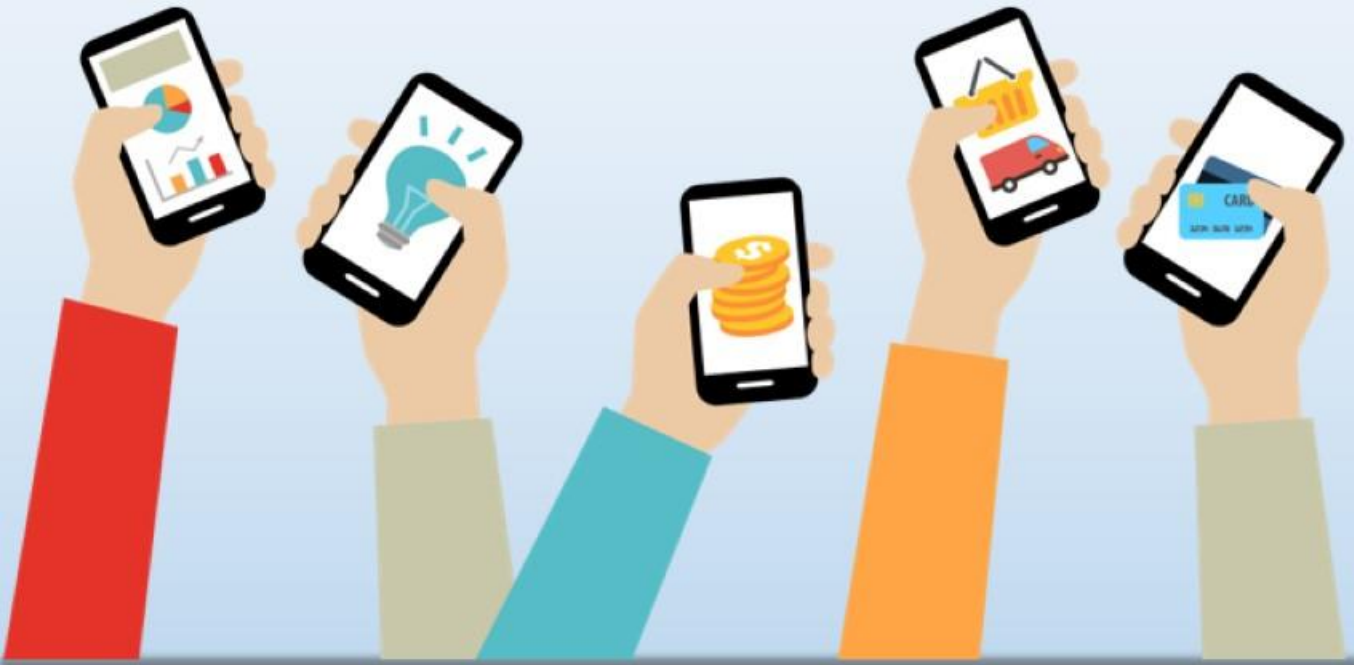


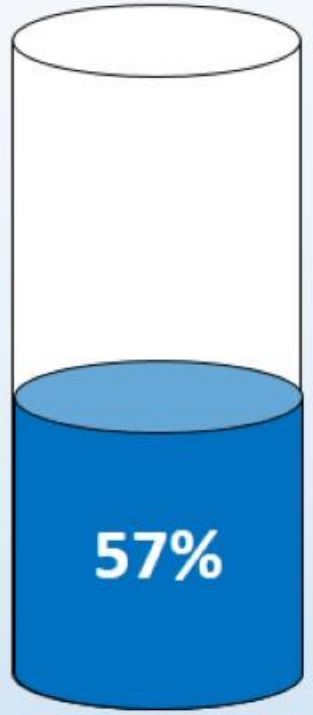
82% of the French population uses their smartphone daily



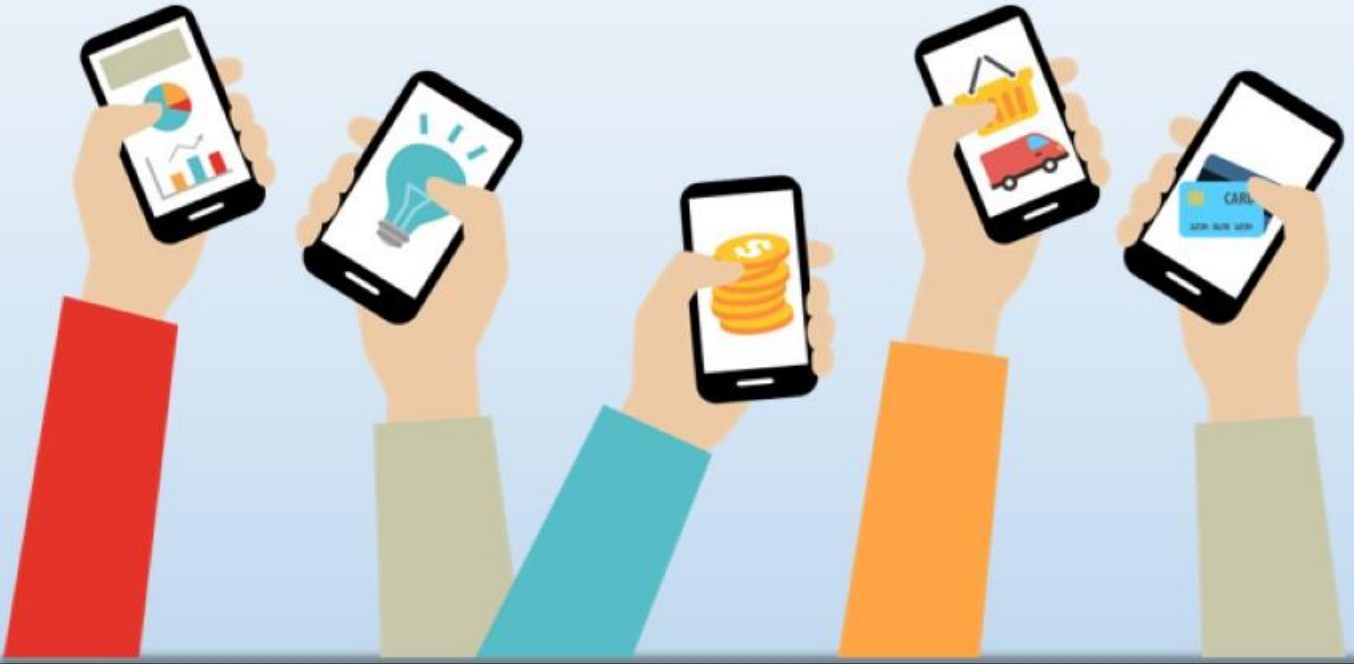


French people buy online

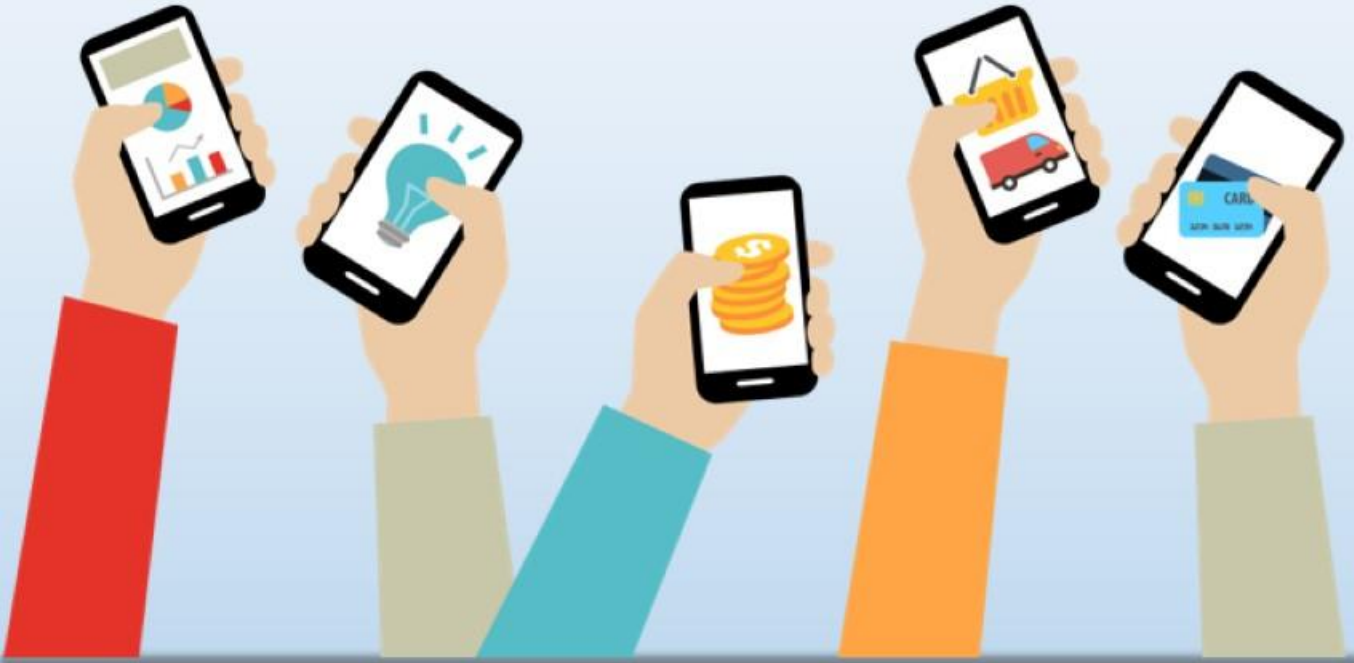




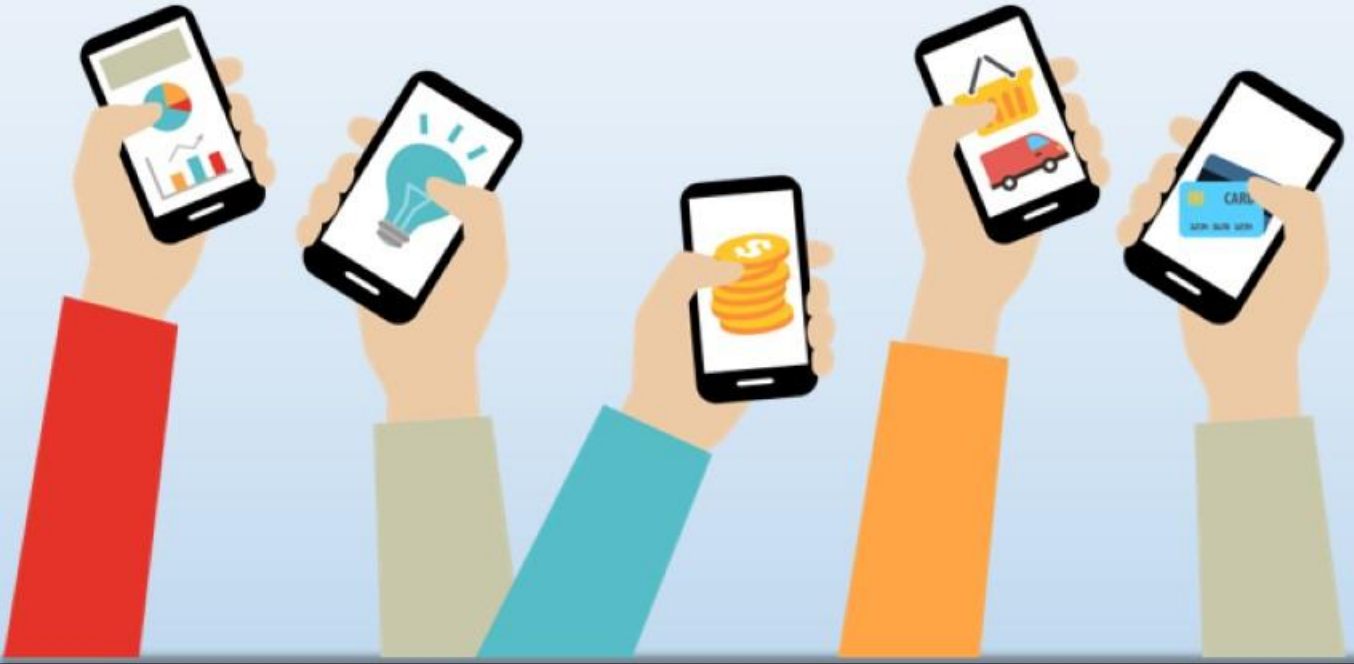
1. 50% of mobile searches are done using voice search or image search.
2. 60% of French people are registered on social networks.
3. 88% of French people aged 12 and over are internet users.
4. 62% of French people use their smartphones to send messages via applications.
5. 63% of French people say they get information online.



1. 50.1% of internet usage is done on mobile devices.
2. 87% of the world's population uses a phone.
3. 67% of the world's population uses the internet only on mobile phones.
4. 52% of purchases are made on mobile devices.
5. 92% of internet users worldwide access the internet from a mobile device.



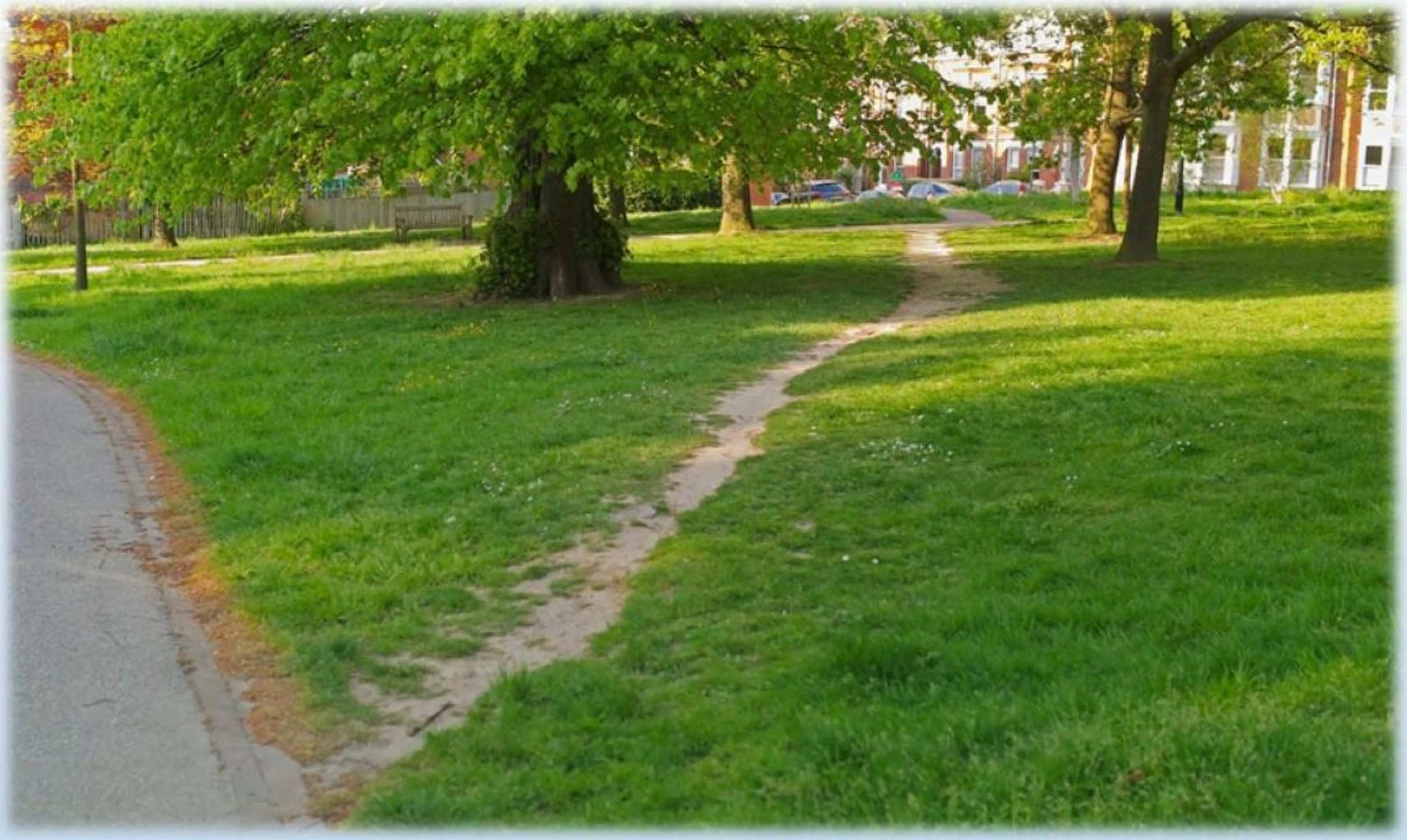
1. More than 53% of emails sent are opened on mobile devices.
2. 80% of the time spent on social networks is via mobile devices.
3. 51% of mobile users have discovered a company through the internet.
4. 61% of users are more likely to contact a company if it has a mobile-friendly website.




Java
Kotlin


User eXperience UX

What does … mean?



UI

USER INTERFACE

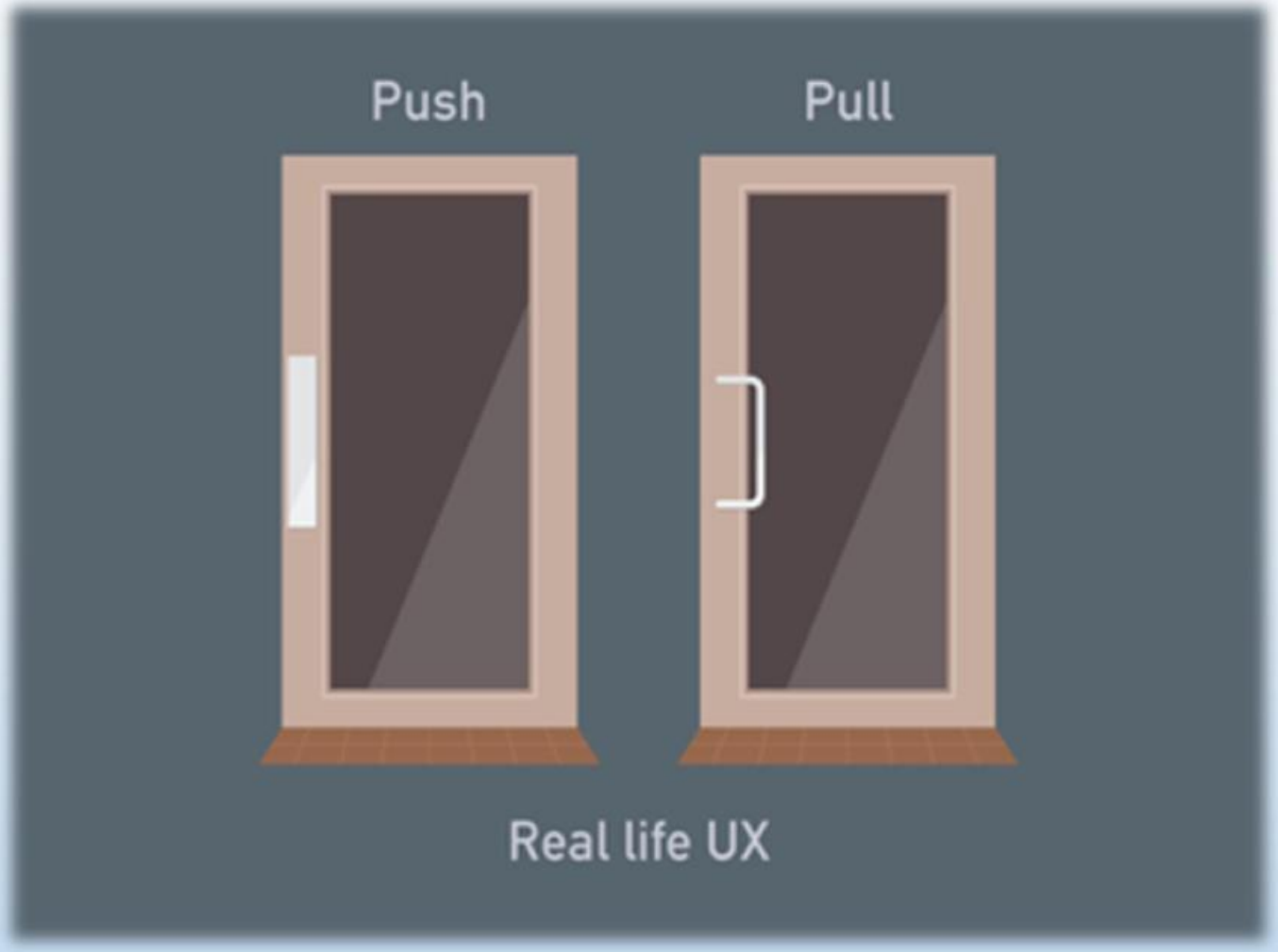
DESIGN THE PRODUCT

UX

USER EXPERIENCE

DESIGN THE EXPERIENCE

UI + UX = INTERACTIVE EXCELLENCE


Push
Pull
Real life UX

A mobile device is a device designed to be

MOBILE

both compact and lightweight

The first class of these devices is known as

Personal Digital Assistants (PDAs)

They allow users to access the web, read emails, take photos,...

With the evolution of mobile networks,
manufacturers combined the previous features
with those of cellular phones into a single device

SMARTPHONE

What is a “Phablet”?

A phablet is a mobile device that combines:


9:41
Messages
Calendar
Photos
Camera
Maps
Clock
Weather
Stocks
Wallet
Notes
Calculator
News
iTunes Store
App Store
iBooks
TV
Home
Health
Settings
08:13
23°
San Francisco

A mobile operating system
is a system designed for **mobile devices**
that allows interaction with
the **touch screens** of smartphones and tablets

Android and **iOS** are the most popular and widely used operating systems.

iOS ⟶ Developed by Apple for its devices (iPhones and iPads)

Android ⟶ Developed by Google and adopted by the majority of mobile device manufacturers such as Samsung, Huawei, Google, etc.

Ubuntu Touch, **BlackBerry OS** and **Windows Mobile**

↓

The most widely used operating systems before Android and iOS were designed for physical keyboards.

The arrival of the iPhone in 2007 completely changed the paradigm toward a primarily **touch-based** system.

Applications are subject to strict rules before being **deployed on the platform**, making it **SECURE**.

It is supported only by Apple devices, therefore it is **CLOSED**.

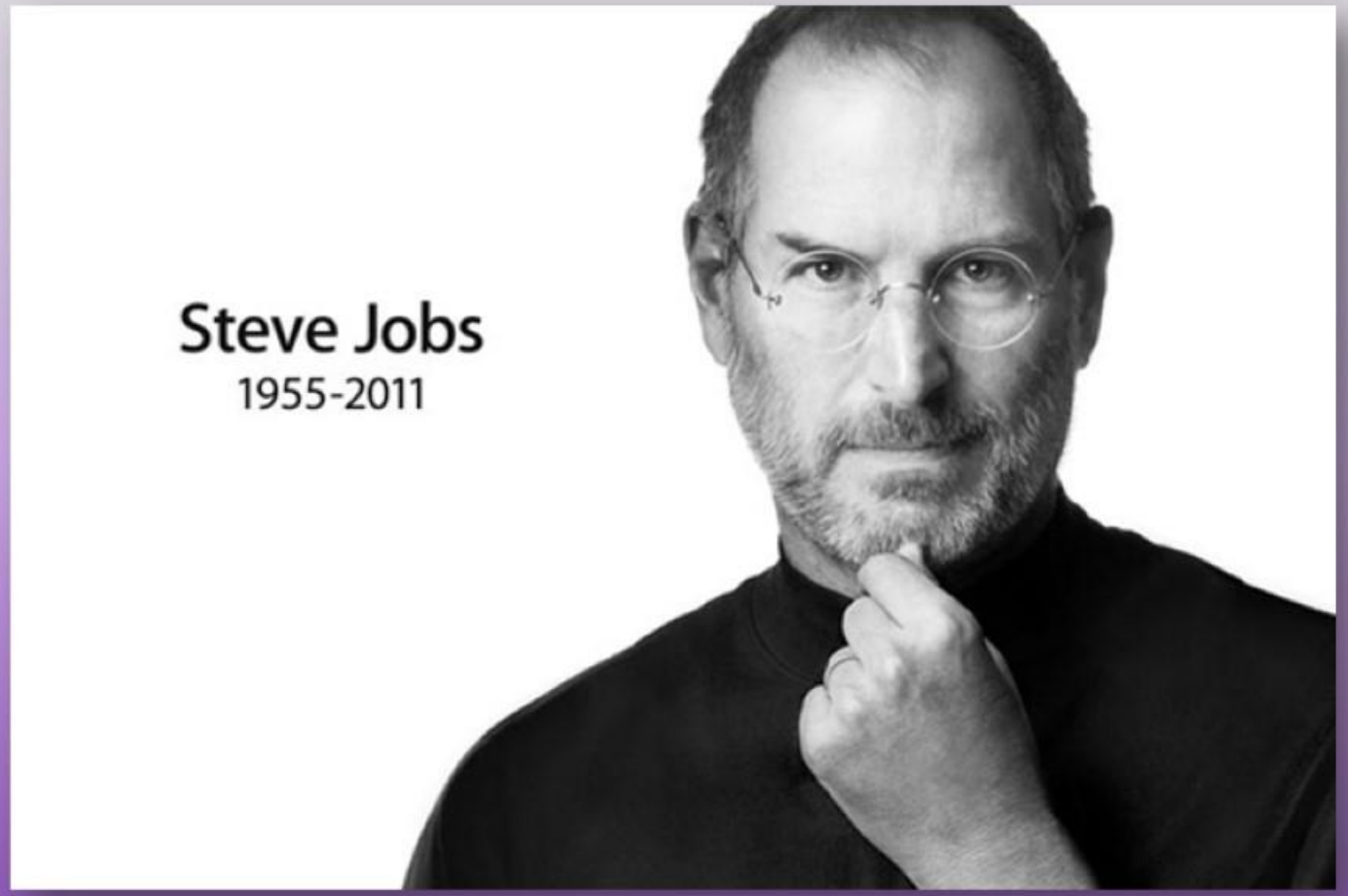
Android is a mobile operating system based on **Linux**,
created by the Open Handset Alliance
and **acquired by Google in 2005**

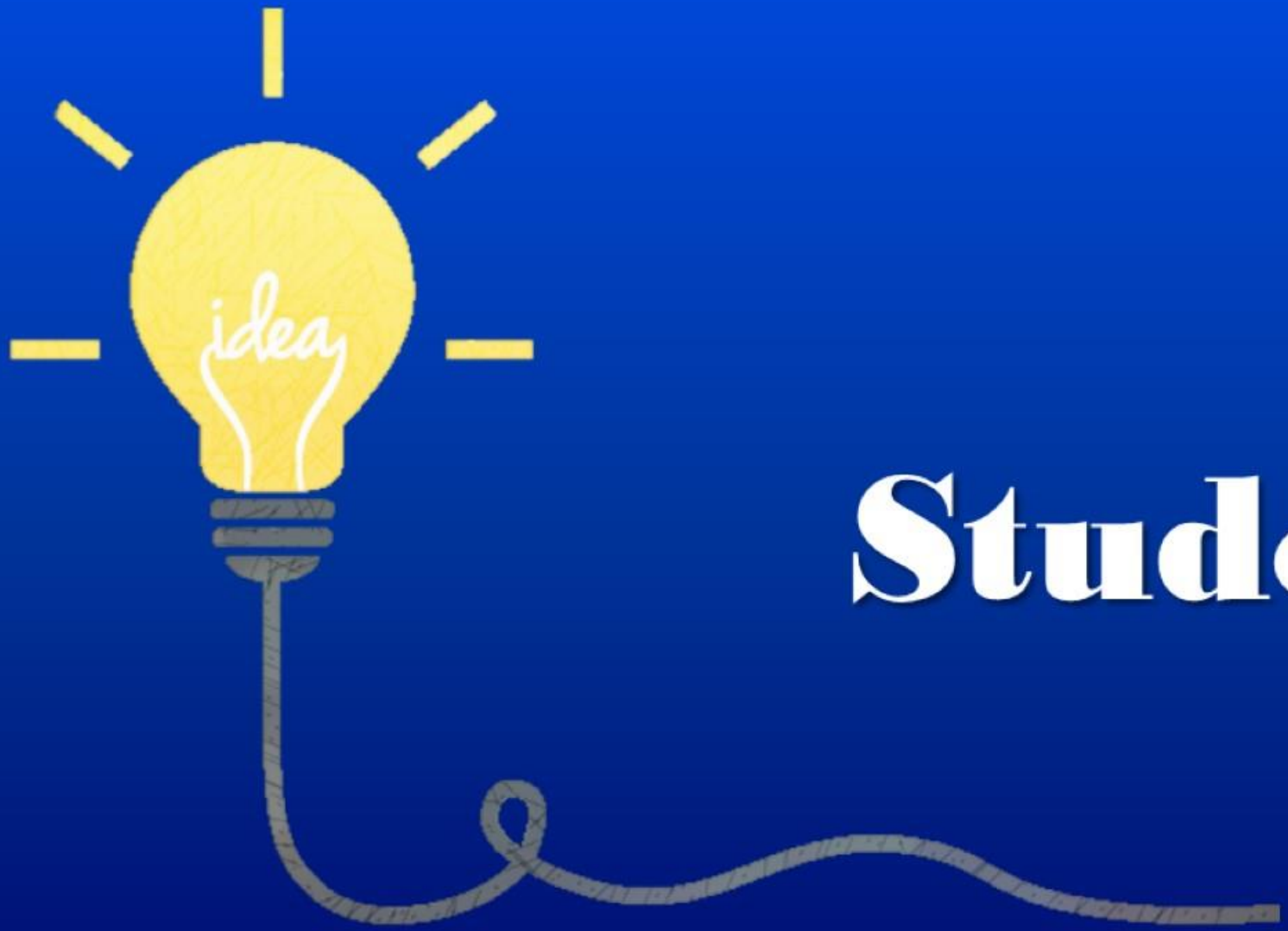
Did you know?

The inventor of the C programming language and co-developer of Unix.

macOS and iOS are based on Dennis Ritchie's work on UNIX.

Did you know?





Student ideas

Boullouf Mahdi

I hope we can use only Jetpack Compose instead of XML
(it is very old and people not use it anymore)

Benhaoueche Amina

Intégrer des technologies modernes et performantes (comme Flutter ou les bases de données NoSQL) et mettre l'accent sur l'aspect pratique et l'optimisation des applications

Beghoul Amir

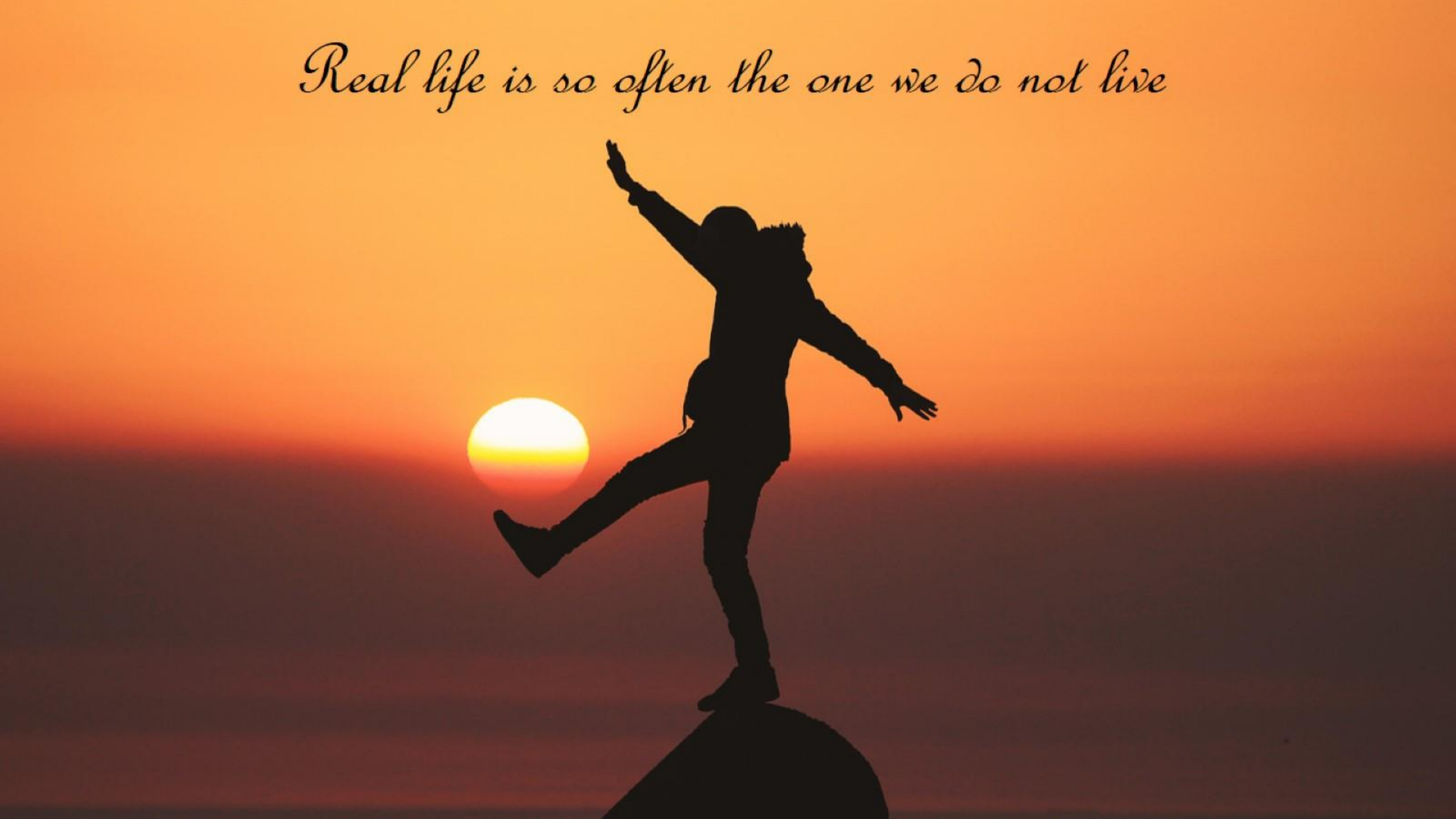
Learning Using Flutter

Zerafi Kaoithar

Une application de troc et de vente de livres universitaires d'occasion entre étudiants

Bouherour Doha

I'm interested in Mobile Developer because it combines programming and creativity, especially in user interface design. I also enjoy creating new applications that benefit society and make daily life easier.


Real life is so often the one we do not live