

Mobile Computing

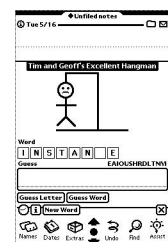
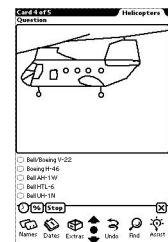
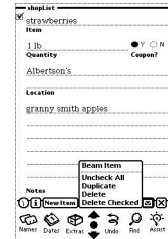


Newton Programming

Topics



- Application Design: approach, user-interface components and guidelines, example.
- Development Environment: management, layout, editing, ROM versus RAM.
- Views: nesting, customizing, justification, linking.
- Object-Oriented Programming: custom objects, minimizing RAM, composite objects.
- Inheritance: slots and methods, prototype and parent inheritance, referents.
- Dynamic Programming: garbage collection, introspection, run-time typing.
- Host-Target Debugging: inspecting, tracing, breaking, exceptions and handling.
- Operating System Support: step versus view children, before/ during/after invocation.
- Object-Communication: via parent, direct, and/or broadcast.
- Persistent Object Store: physical versus logical location, queries, indices, and cursors.
- Routing: store and forward, operating system access, printing, wireless communication, and undo.
- Localization: constants, expressions, file management.
- User Documentation: tools, integration, user-interface access.



Schedule Line Number	Course	Section	Credit	Time	Prerequisites
61861	CptS 426	01	3.0	M,W,F 4.10	CptS 350, 355

<http://www.eecs.wsu.edu/~schlimme/cpts426/index.shtml>