



Goal

Build an open sourced SDK + web app, to allow cordless debugging of mobile apps.

Team Info

Size: 3-4

Skills/interest in learning: Mobile development (Android/iOS), html/web frontend, App Engine

Potential Internship: No direct internship, but if you do well, will refer you :)

Location: Mines Campus

Background

When developing mobile apps we often have to do debugging by plugging in a phone, looking through the logs to find error messages or check a status. This is a time consuming and slows the development process down.

Design Objectives

There are 2 main components to this project; A mobile app library (iOS and/or Android - based on team's preference and skills) & a web server.

Mobile App Library

You will need to build libraries that can gather device/app logs, and stream those to the server end point. The app will also have to have a way to provide sessions with the server. As this is a library you will also need to build out a test app and documentation for other developers to use the library.

Stretch Goals/Extensions for App Library

- Allow log streaming and searching from within the app
- Stream additional metrics such as Memory, CPU/GPU info

Web Server Library

You will build an appengine library to provide console viewer(s), push queue handlers (endpoints), data structures to support session management. As this is a library you will also need to build out a web app and documentation for other developers to use this library.

Stretch Goals

- Log coloring/highlighting
- Storing log sessions