



Développement OS Bada Premier programme

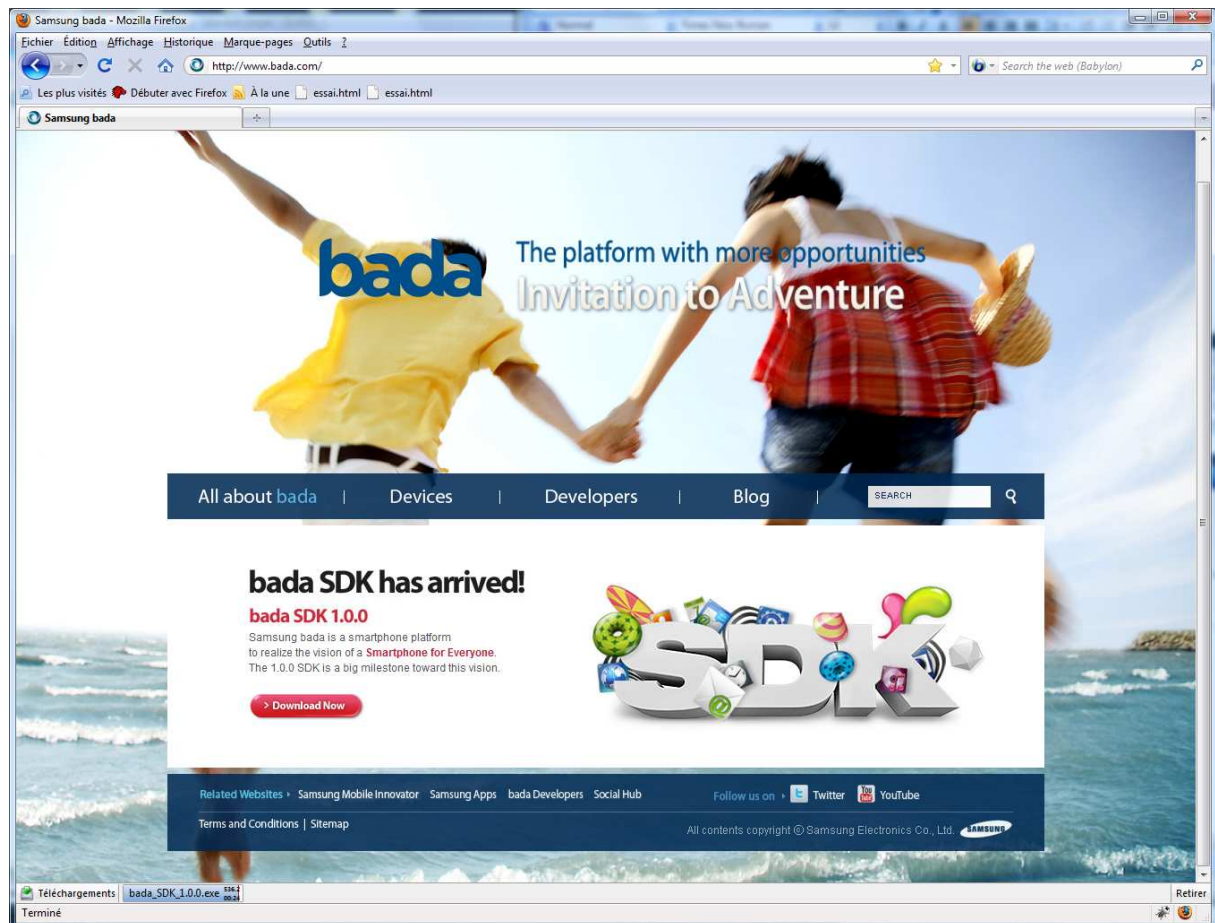
Auteur : Ph. Lacomme

1. Installer le



Etape 1.1. Inscription.

Utiliser le lien : <http://www.bada.com/>



Choisir le bouton **DownloadNow**.

Ce qui vous donne accès à la page suivante :

The screenshot shows the bada Developers website in a Mozilla Firefox browser. The page is titled "bada SDK 1.0.0" and is part of the "Development Tools" section. It features a navigation bar with links to Resources, Development Tools, My Applications, Blog, Forums, Support, and Events. The main content area includes a sidebar with links to Getting Started, bada SDK 1.0.0, and Language Pack. The main content area also includes a "Useful Information" section with links to "What is bada?" and "Beginning with Developer Site". The "UPCOMING EVENTS" section lists "Developer Challenge" and "Developer Day". The "bada SDK 1.0.0" section includes a "SDK Installer" section with a table of file sizes and MD5 hashes, and a "Language pack" section with a table of file sizes and MD5 hashes. The "Full package" section is also present.

bada SDK 1.0.0

SDK Installer

The bada SDK installer downloads the selected language packs and installs them automatically.

[View the Release Notes](#)

(Updated on 19th Aug 2010)

File Name	File Size	MD5 Hash
bada_SDK_1.0.0.exe	389,147,503 bytes	EB3BF3A3BCB3FD5F1BF12D8A9F6665ED9

Language pack

Each language pack can be installed separately after installing the bada SDK.

[Language pack Information](#)

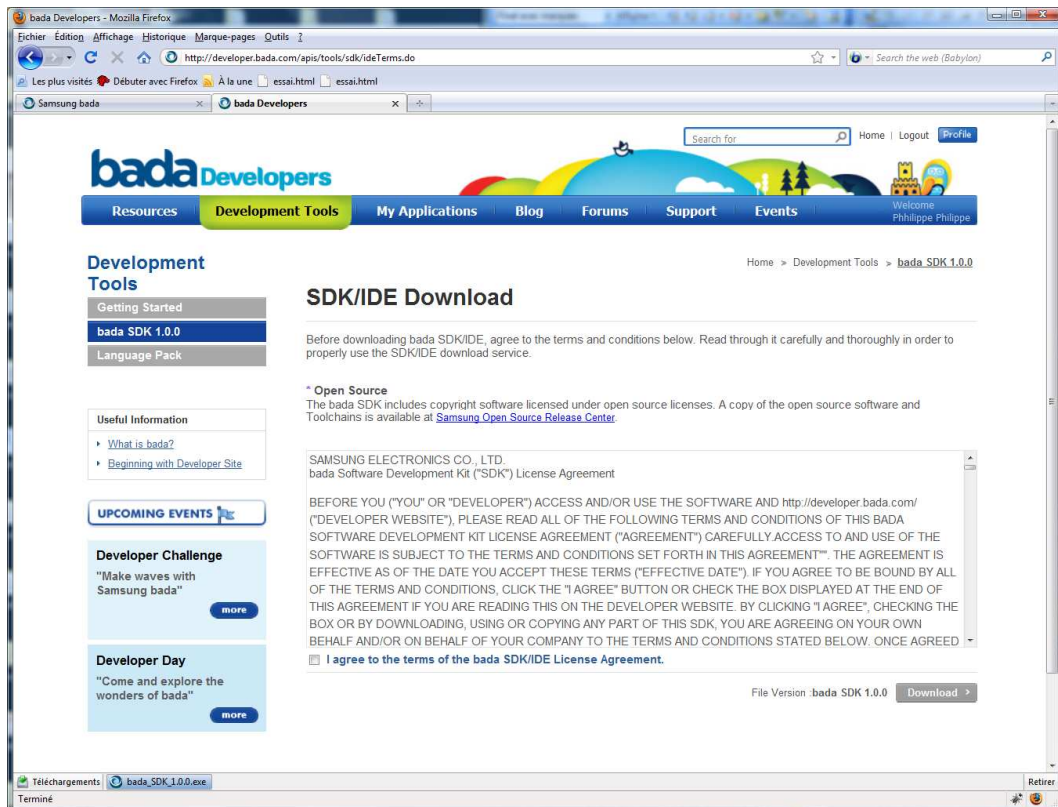
(Updated on 19th Aug 2010)

File Name	File Size	MD5 Hash
bada_SDK_1.0.0_Wave_LP1.zip	239,393,697 bytes	AC4B45827E37C5DDA73558D14EEEB637
bada_SDK_1.0.0_Wave_LP2.zip	241,195,056 bytes	AC1EFB68C14ECA67E325F6F123F6A1C8
bada_SDK_1.0.0_Wave_LP3.zip	24,1596,972 bytes	5AC60CAA94AE19C8D82605A791B4945D
bada_SDK_1.0.0_Wave_LP4.zip	234,123,167 bytes	04554661FC9A087A775CCF83A804E711

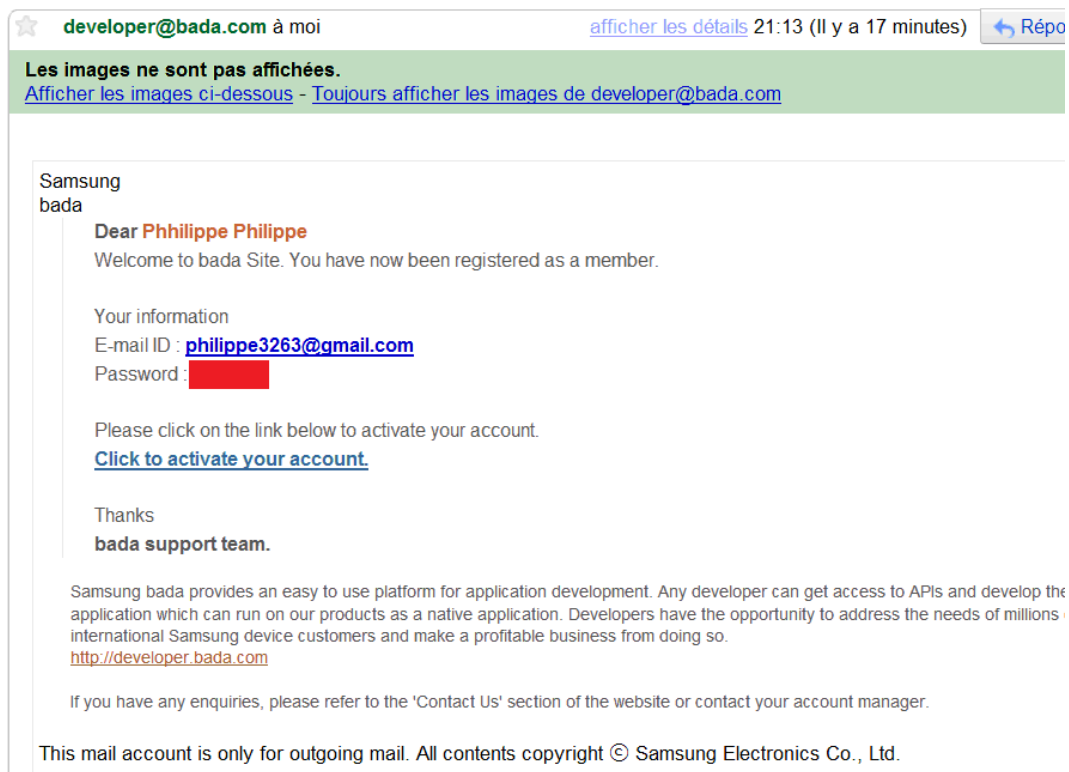
Full package

The full package includes the bada SDK installer and all language packs.

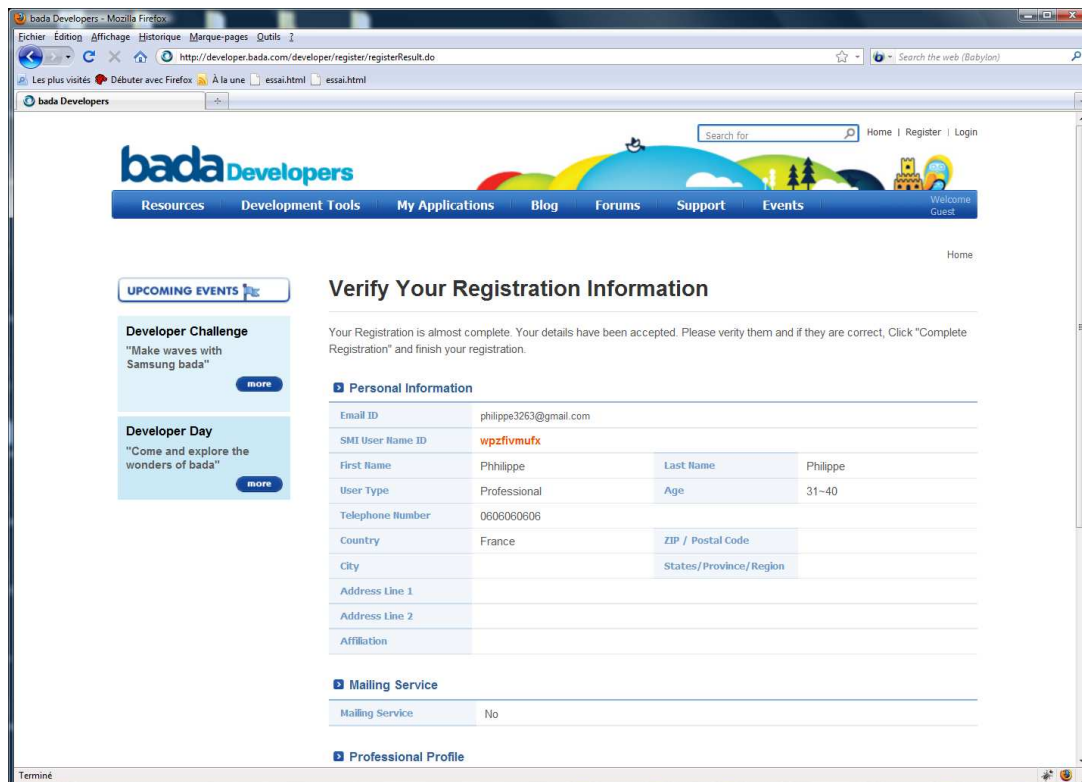
Pour accéder aux ressources, vous devrez remplir les formulaires d'enregistrement et accepter les différents contrats utilisateur.



Après plusieurs minutes de saisie, vous recevrez un mail vous demandant de confirmez votre inscription comme développeur. Vous recevrez un mail de la forme.

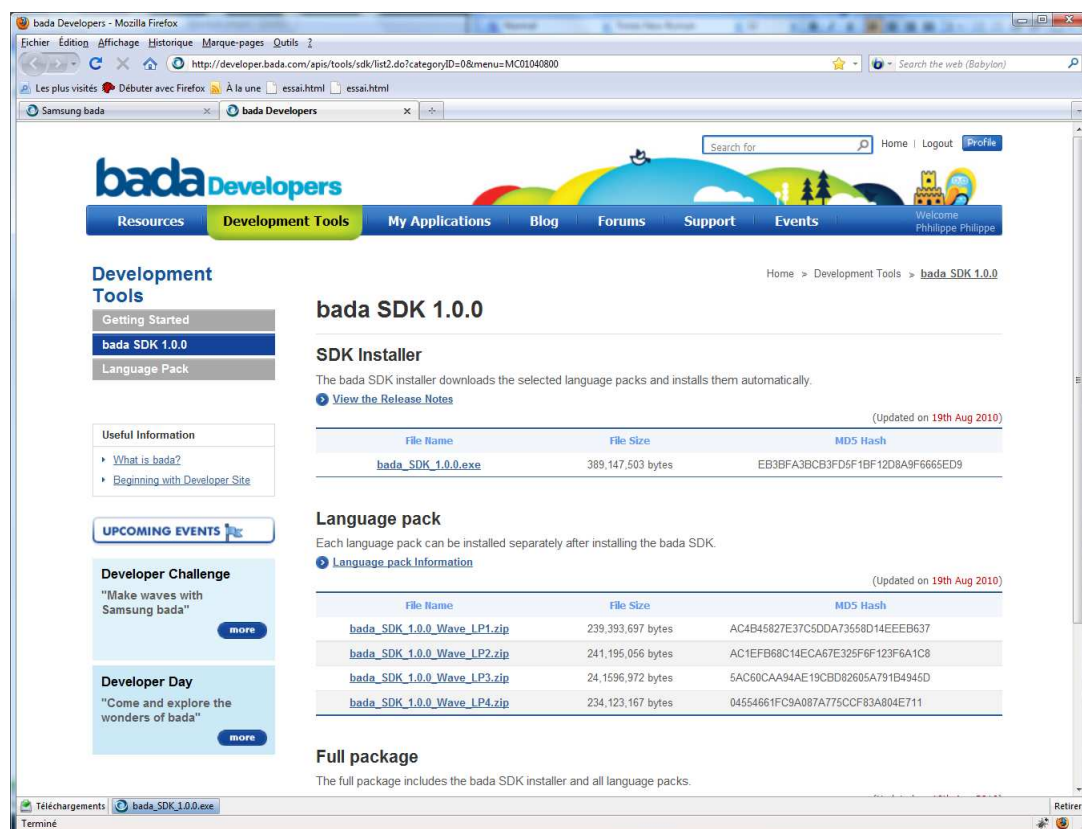


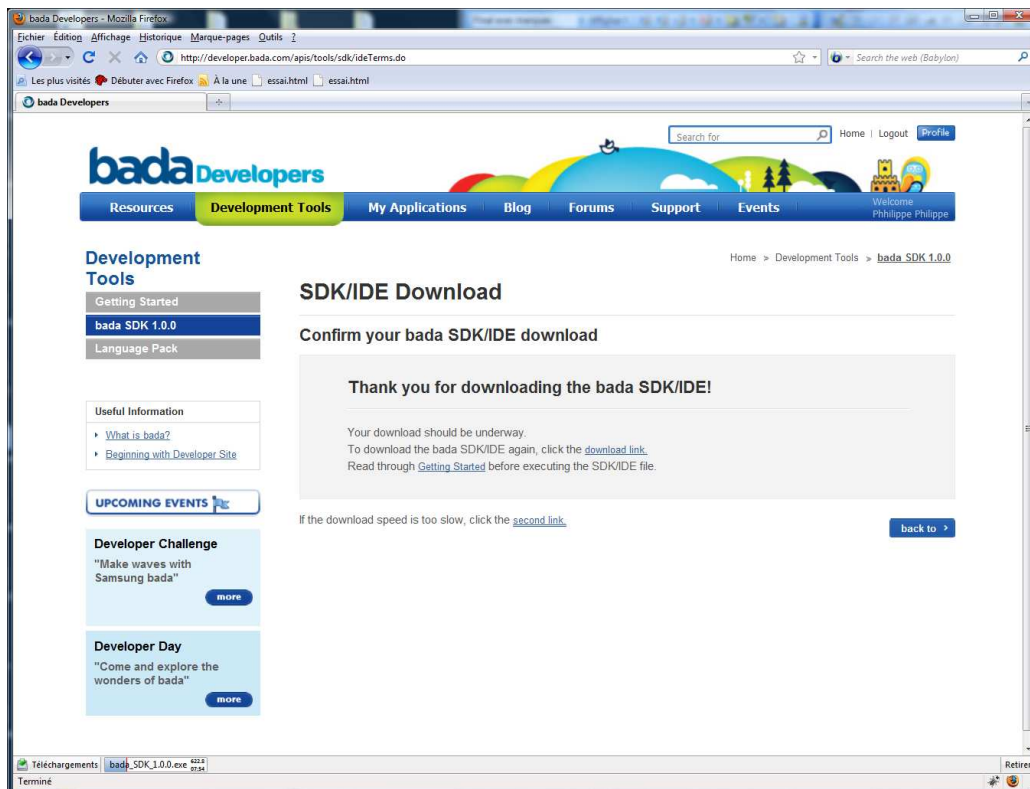
Dans un même temps, votre Email sera associé à un Password généré par le système.



Etape 1.2. Télécharger le kit de développement

Vous pourrez alors télécharger le kit de développement.



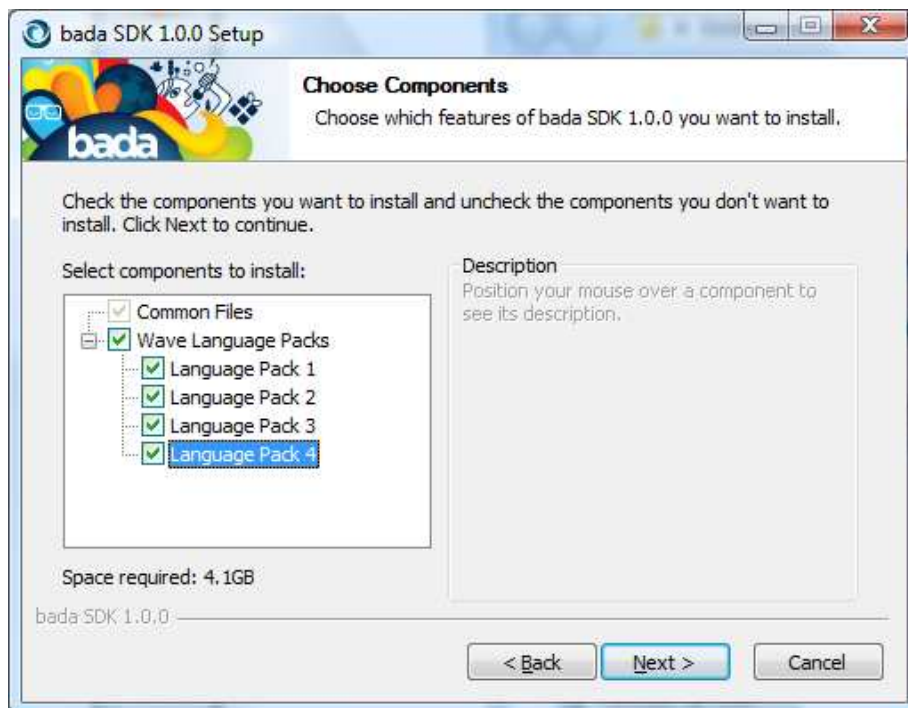


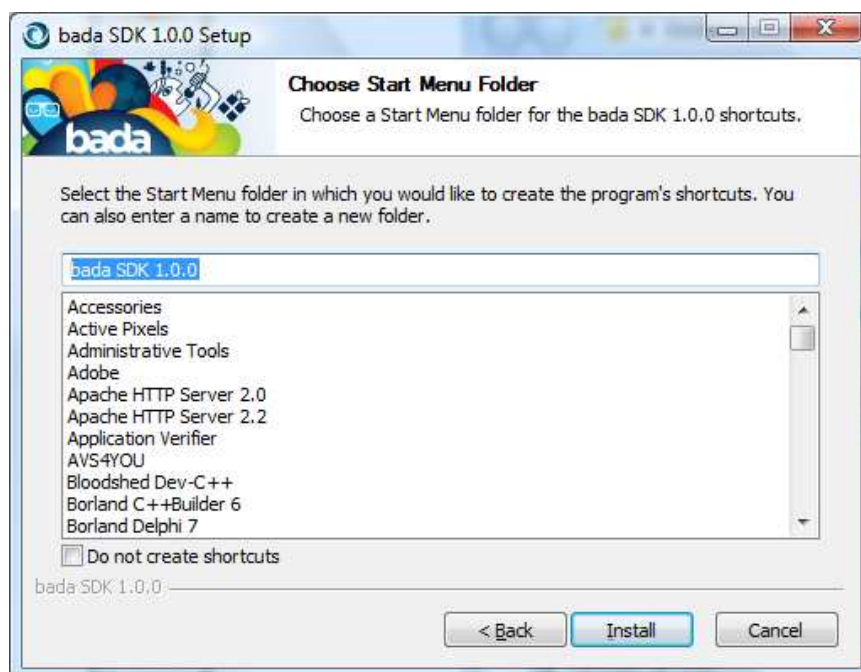
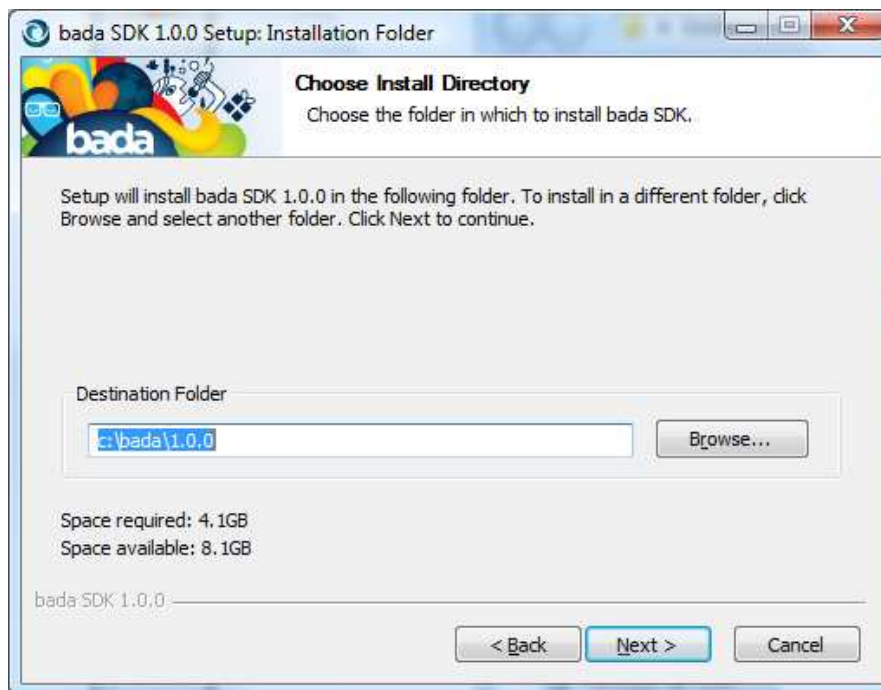
Vous obtiendrez un exécutable se présentant comme suit :



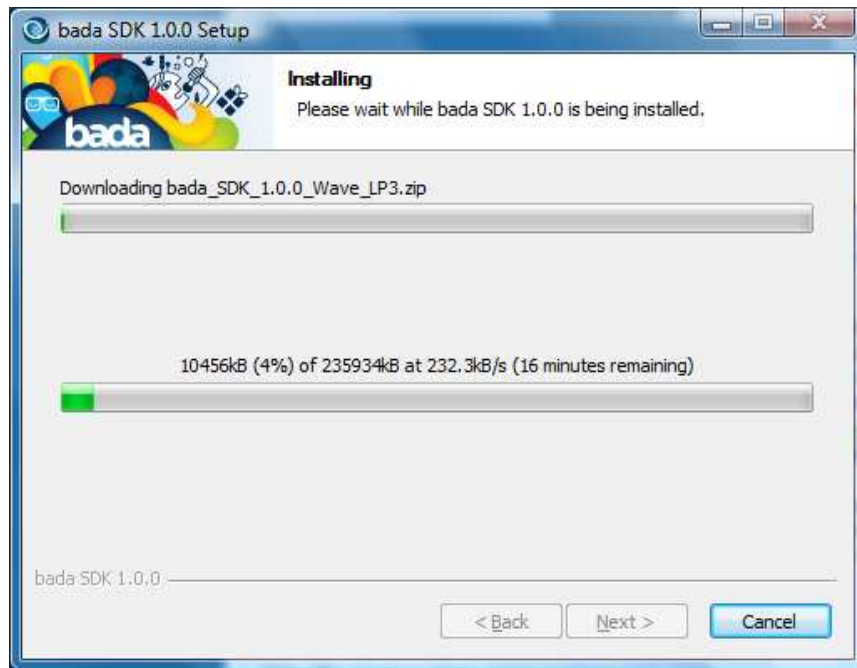
Lancez l'installation.







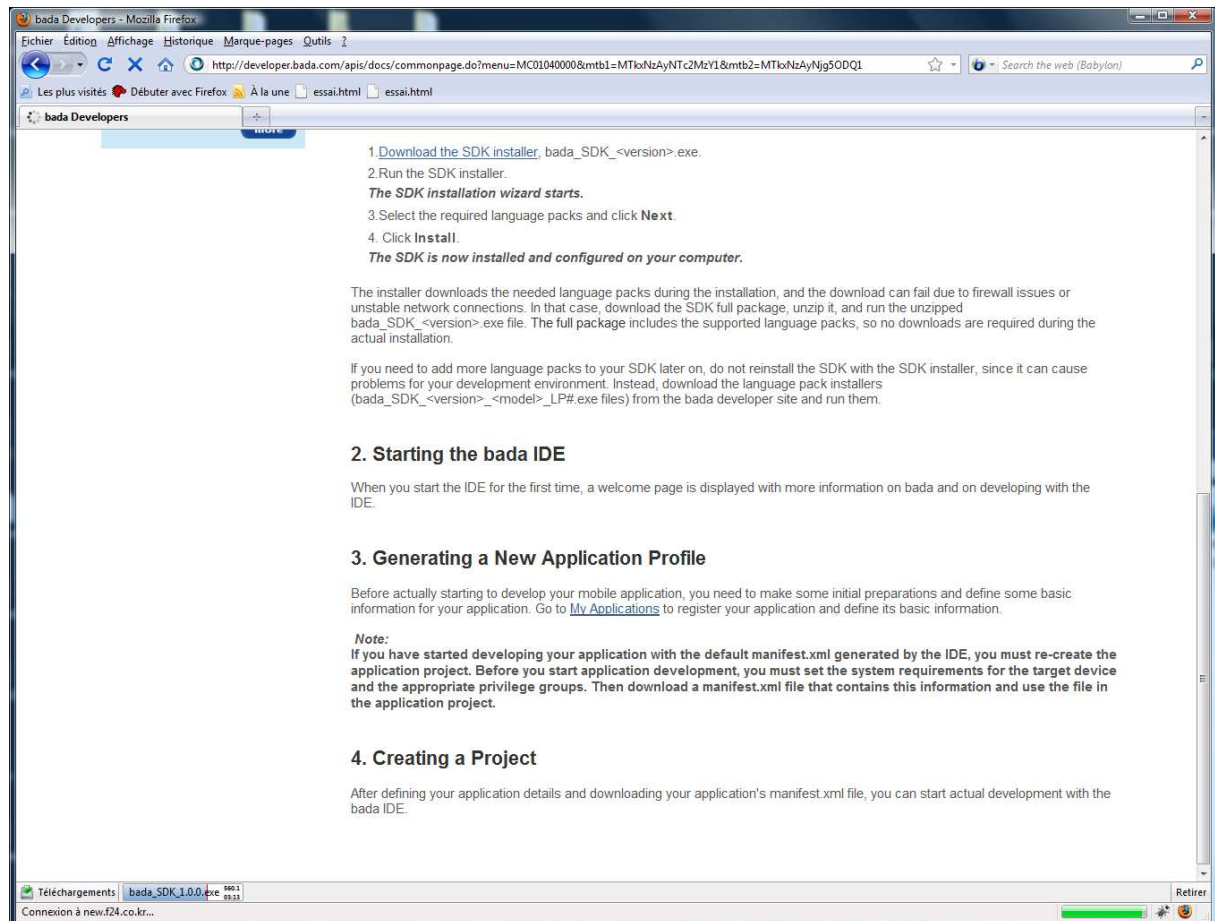
Patientez ensuite environ 45 min si vous avez une connexion à 1Mbits/s.



2. Créer un projet.

Etape 2.1. Lire la partie intitulée « The Way to Sell your application. »

<http://developer.bada.com/apis/docs/commonpage.do?menu=MC01020000&mtb1=MTkxNzAyNTc2MzY1&mtb2=MTkxNzAyNjg5ODQ1>



Dans cette partie, on apprend comment obtenir un fichier manifest.xml.

bada Developers - Mozilla Firefox

http://developer.bada.com/apis/docs/commonpage.do?menu=MC01040600&mb1=MTkxNzAyNTc2MzY1&mb2=MTkxNzAyMjg5ODQ1

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Development Tools

Getting Started
bada SDK 1.0.0
Language Pack

Useful Information

- What is bada?
- Beginning with Developer Site

UPCOMING EVENTS

Developer Challenge
"Make waves with Samsung bada"
more

Developer Day
"Come and explore the wonders of bada"
more

Getting Started with the SDK

To get started with developing applications, install the bada Software Development Kit (SDK). The bada SDK installation also contains the bada IDE.

Before installing the SDK, make sure that your computer fulfills the system requirements and that the required software has been installed.

- Microsoft Windows® XP, Windows® Vista or Windows® 7 operating system.
- At least 1.4 GB of RAM memory.
- At least 1.8 GB of free disk space.
- Local administrator rights.
- The bada Simulator screen size is 480 * 800. If the screen resolution of your computer monitor is under 800, the Simulator does not show normally for applications that use OpenGL®.

Open Source
The bada SDK includes copyright software licensed under open source licenses. A copy of the open source software and Toolchains is available at [Samsung Open Source Release Center](#).

1. Installing the bada SDK

If you have installed the SDK before and are now upgrading to a new version, first uninstall the previous version.

- Download the SDK installer, bada_SDK_<version>.exe.
- Run the SDK installer.

The SDK installation wizard starts.

Téléchargements | bada_SDK_1.0.0.exe 2013-03-16 09:16

Terminé

bada Developers - Mozilla Firefox

http://developer.bada.com/apis/docs/commonpage.do?menu=MC01020000

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My Applications

Application Manager
Component Setup
External Service Provider

Useful Information

- What is bada?
- Beginning with Developer Site

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more

The Way to Sell Your Application

The Application Manager allows you to manage the life-cycle of your mobile application with 5 steps as shown below.

Step1. Generate your application profile
Before starting to develop your application, you need some initial preparation, for example, filling in basic information and setting system requirements. You can get your unique application ID and manifest.xml file at this step.

Generate a New Application Profile

bada Application Publisher Guide
'bada Application Publisher Guide' describes guidelines for publishing bada applications.

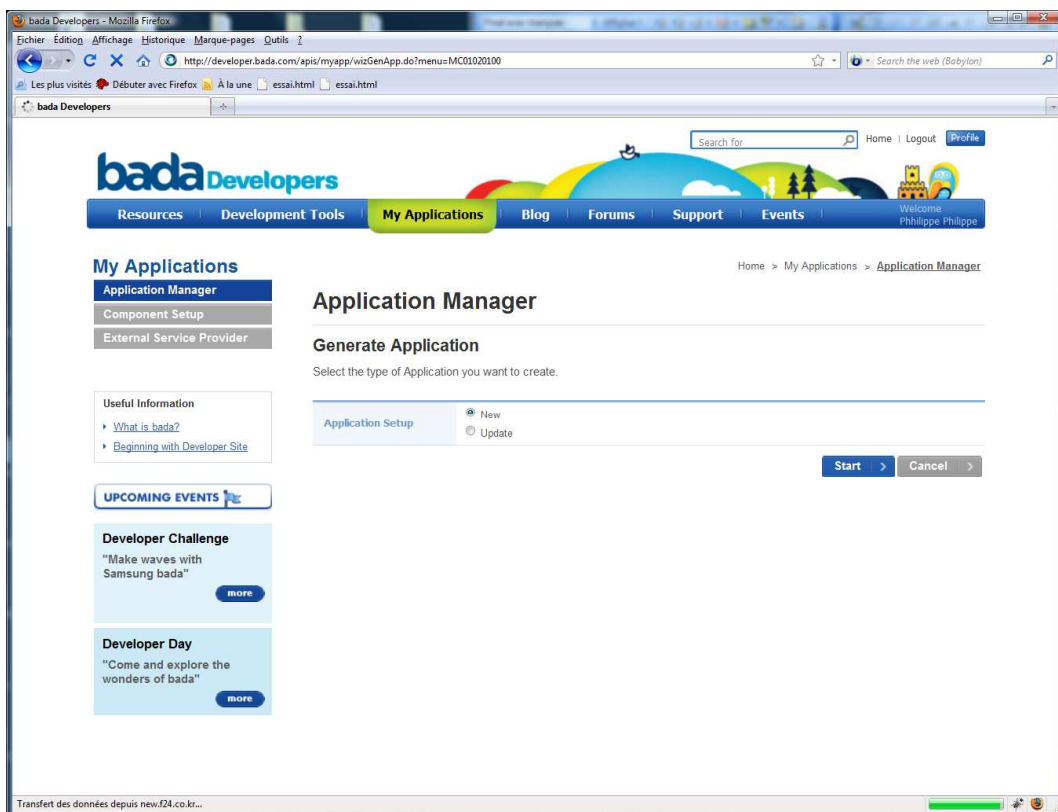
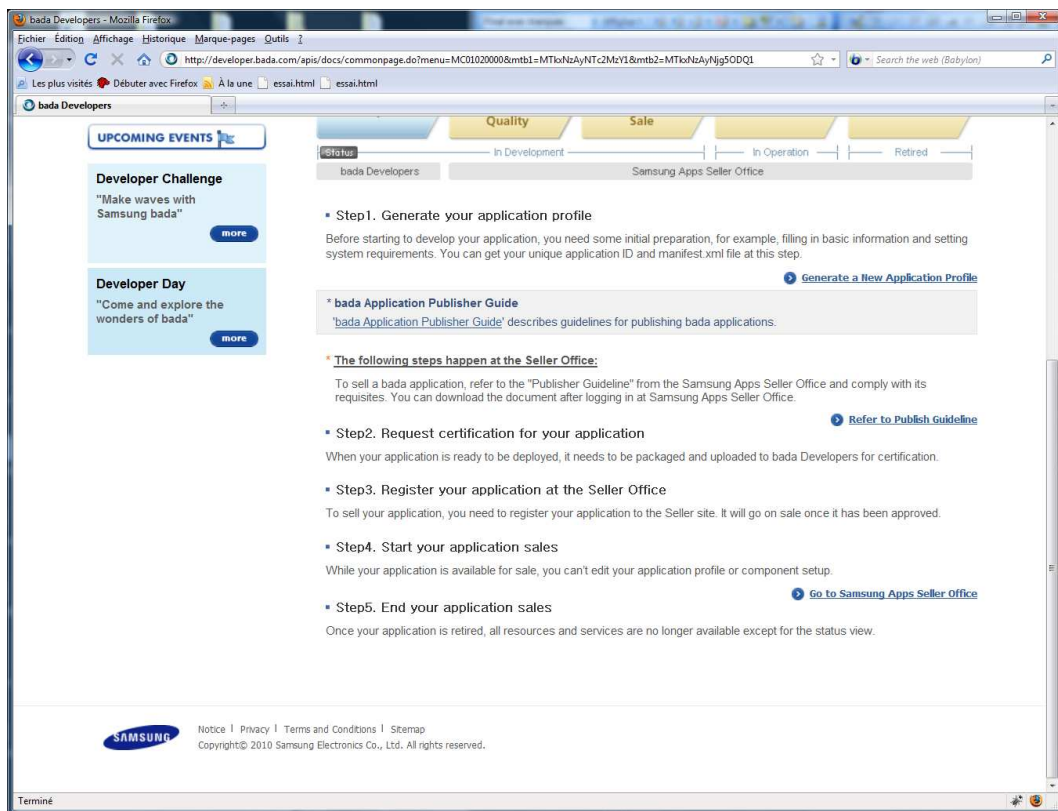
The following steps happen at the Seller Office:
To sell a bada application, refer to the "Publisher Guideline" from the Samsung Apps Seller Office and comply with its requisites. You can download the document after logging in at Samsung Apps Seller Office.

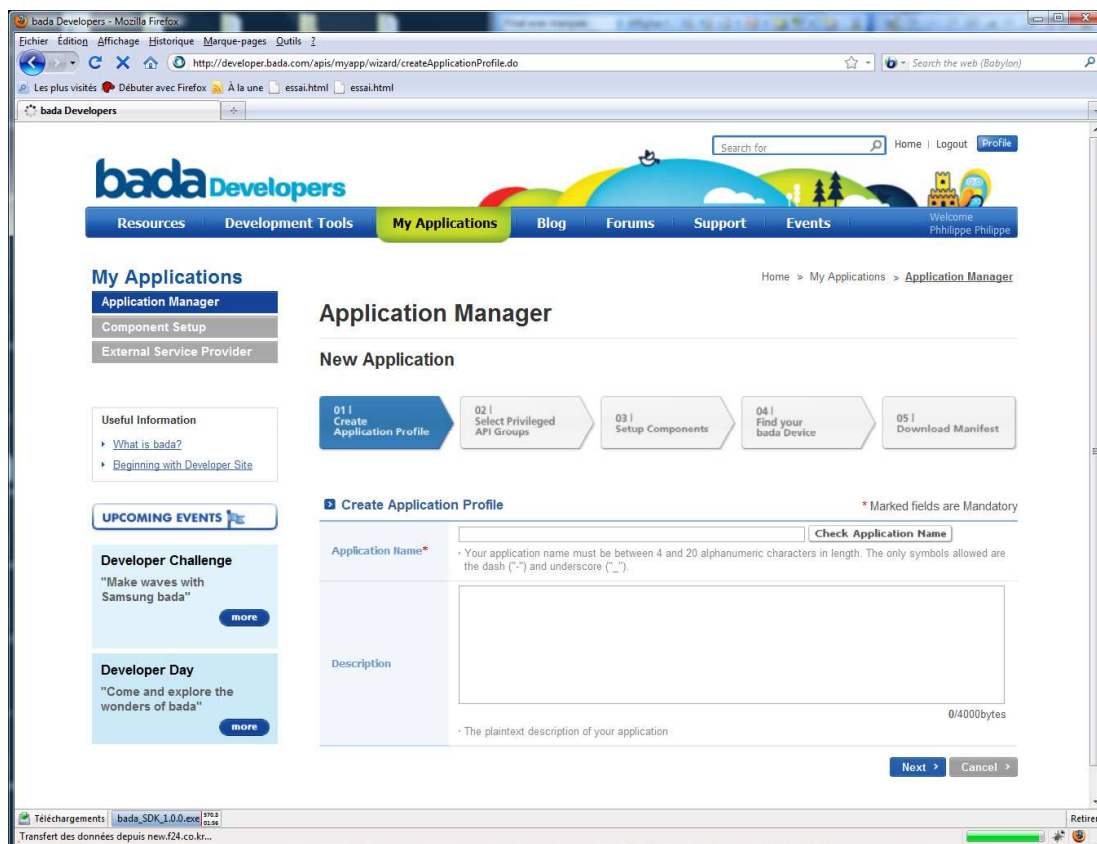
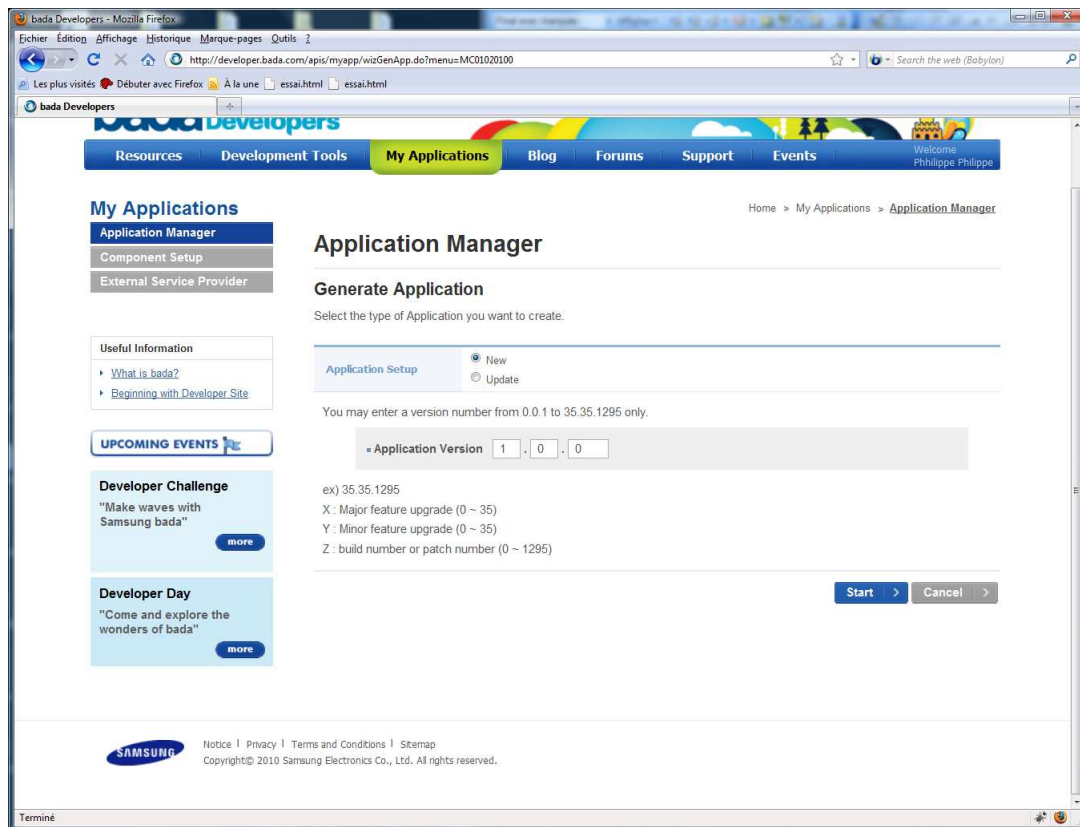
Refer to Publish Guideline

Téléchargements | bada_SDK_1.0.0.exe 2013-03-16 09:16

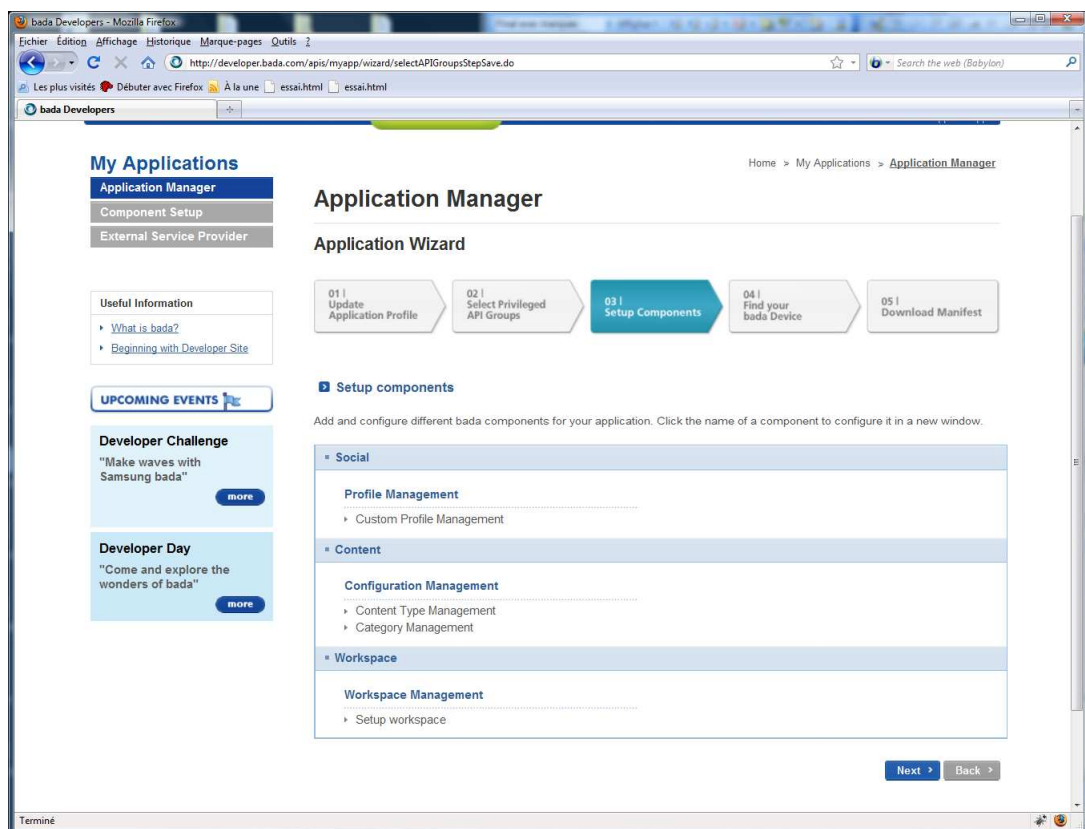
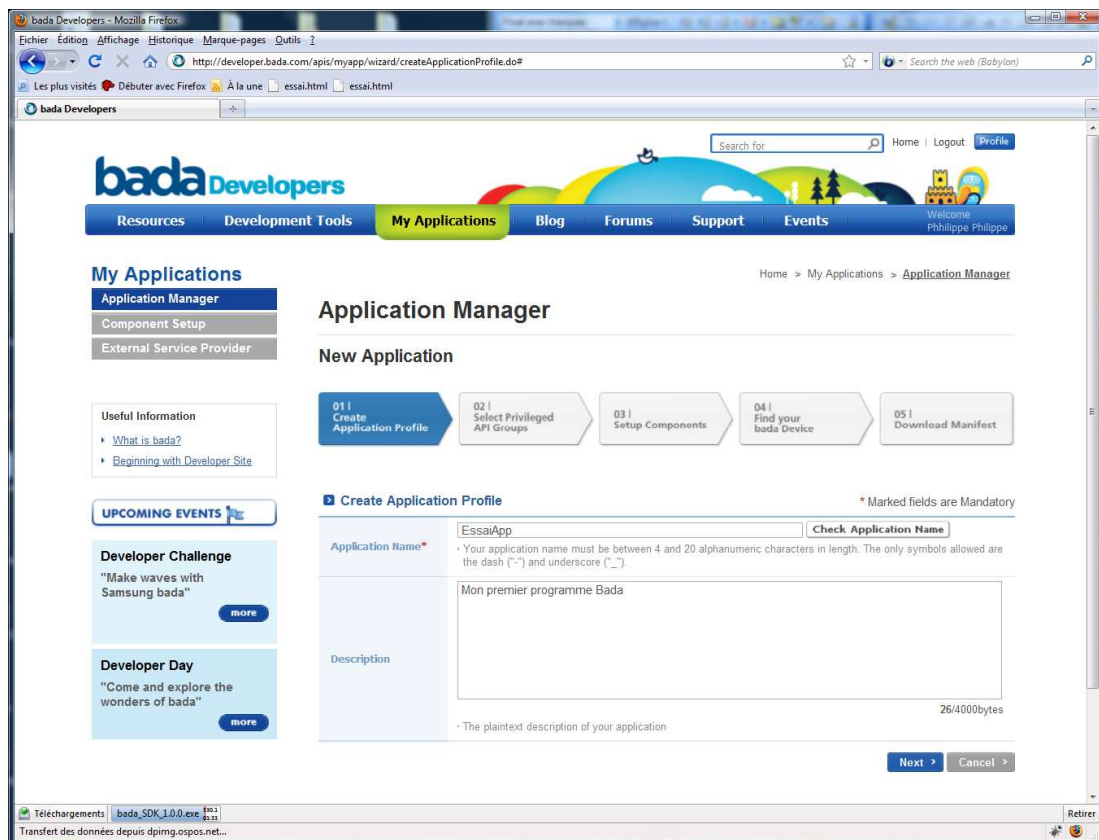
Terminé

En pratique, choisir **Generate a New Application Profile**





Choisir comme nom : **EssaiApp**.



bada Developers - Mozilla Firefox

http://developer.bada.com/apis/myapp/wizard/setupSystemRequirement.do

External Service Provider

Application Wizard

01 | Update Application Profile 02 | Select Privileged API Groups 03 | Setup Components **04 | Find your bada Device** 05 | Download Manifest

Find your bada Device

Find bada target devices for your application. You can search the bada devices that have some specific system features you want.

Search for: Device Feature set

Wave(S8500)



Key Features :
SUPER AMOLED, Samsung Apps

System Section	System Features
API Version	1.0
CPU	ARM® CortexTM-A8
3D Accelerator	OpenGL® ES1.1 OpenGL® ES2.0
Screen Size	WVGA
Connectivity	Bluetooth Wi-Fi
Sensor	GPS Wi-Fi and cell-based positioning Magnetic Proximity Accelerometer Tilt
User Interaction	Vibration effects

Next > Back >

Terminé

bada Developers - Mozilla Firefox

http://developer.bada.com/apis/myapp/wizard/setupSystemRequirement.do

External Service Provider

Application Wizard

01 | Update Application Profile 02 | Select Privileged API Groups 03 | Setup Components **04 | Find your bada Device** 05 | Download Manifest

Find your bada Device

Find bada target devices for your application. You can search the bada devices that have some specific system features you want.

Search for: Device Feature set

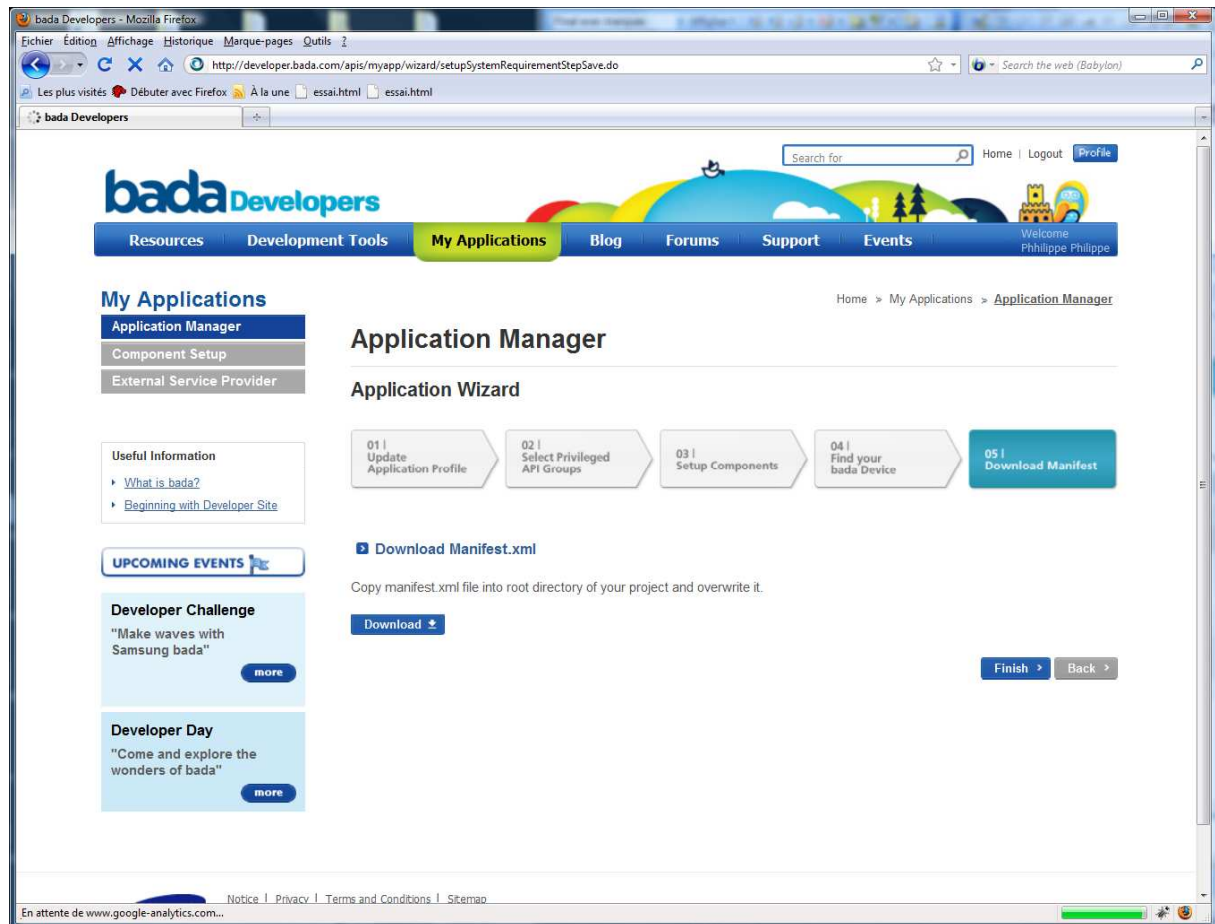
API Version 1.0	CPU ARM® CortexTM-A8	3D Accelerator OpenGL® ES1.1 OpenGL® ES2.0
Screen Size WVGA	Connectivity Bluetooth Wi-Fi	Sensor GPS Wi-Fi and cell-based positioning Magnetic Proximity Accelerometer
User Interaction Vibration effects		

Wave(S8500)



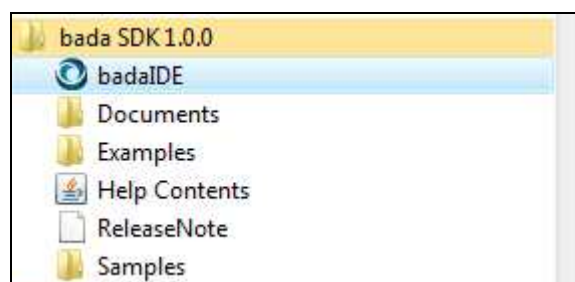
Key Features :
SUPER AMOLED,
Samsung Apps

Terminé



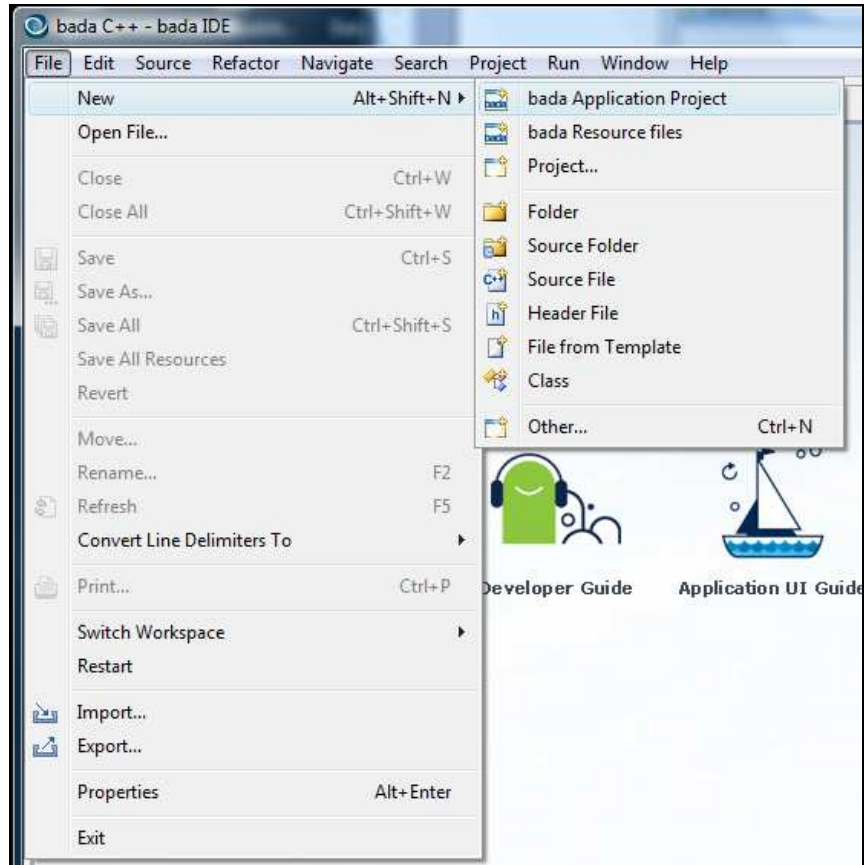
Etape 2.2. Créer une application.

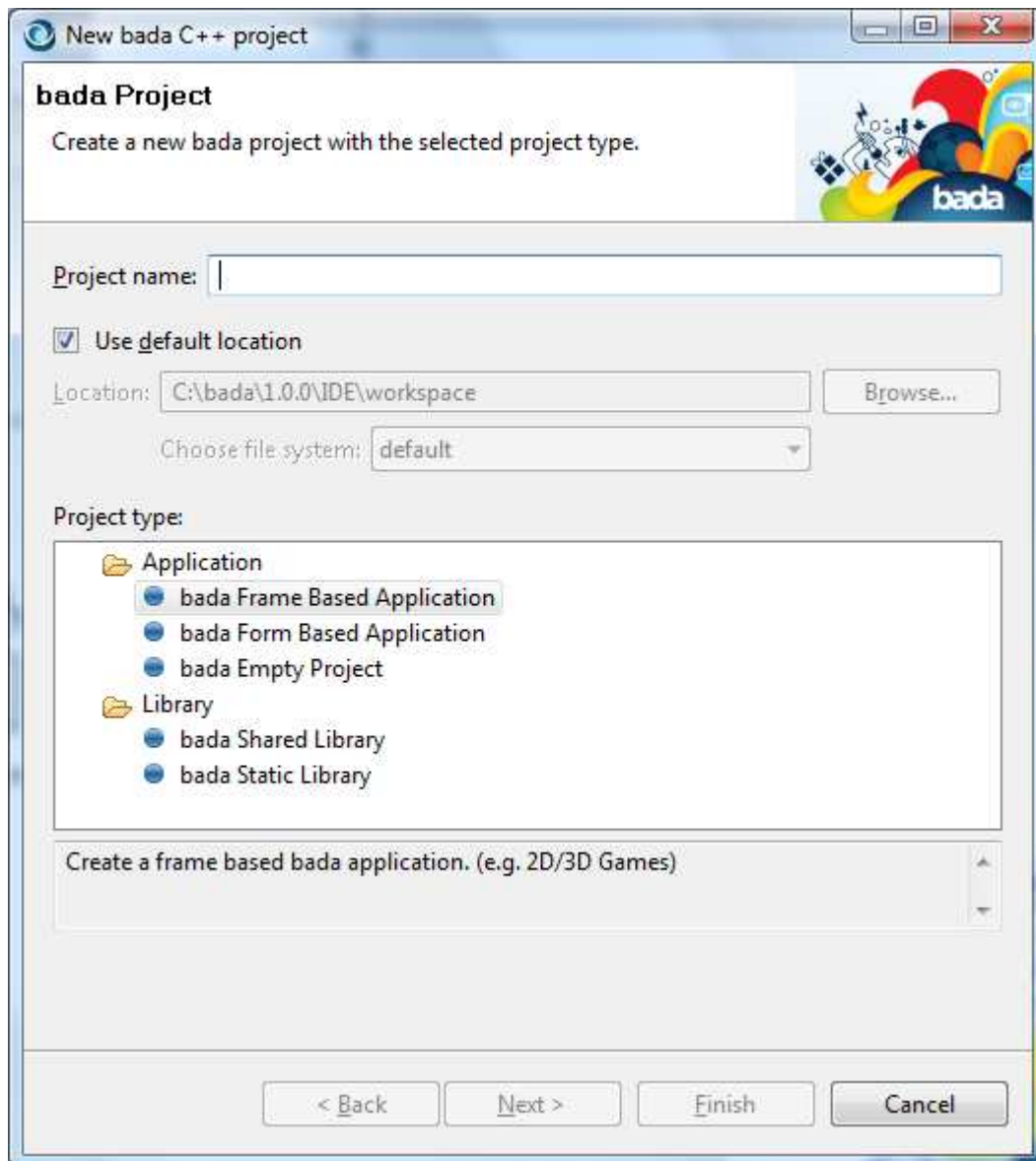
Dans le menu Démarrer, lancer **badaIDE.exe**.

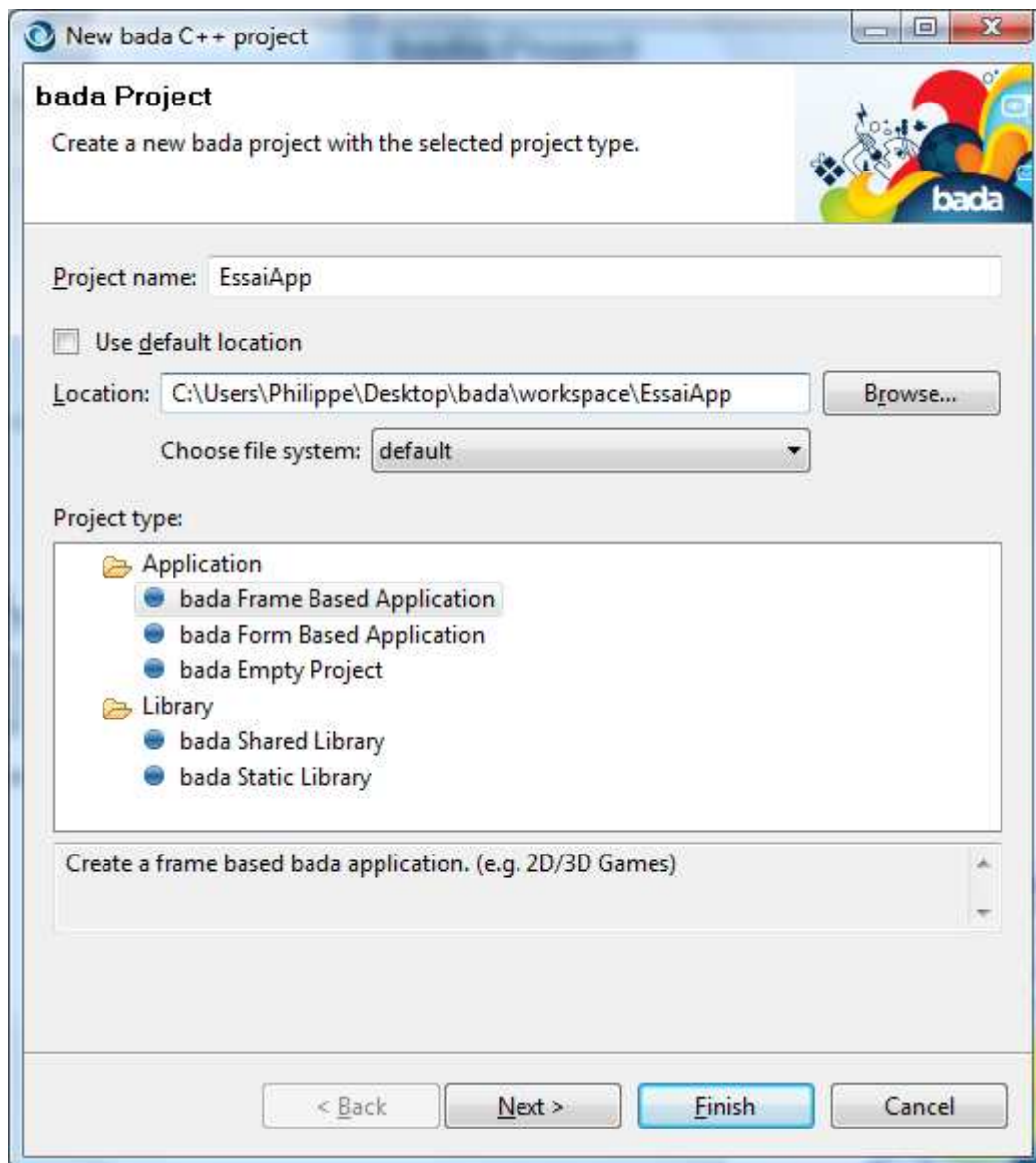


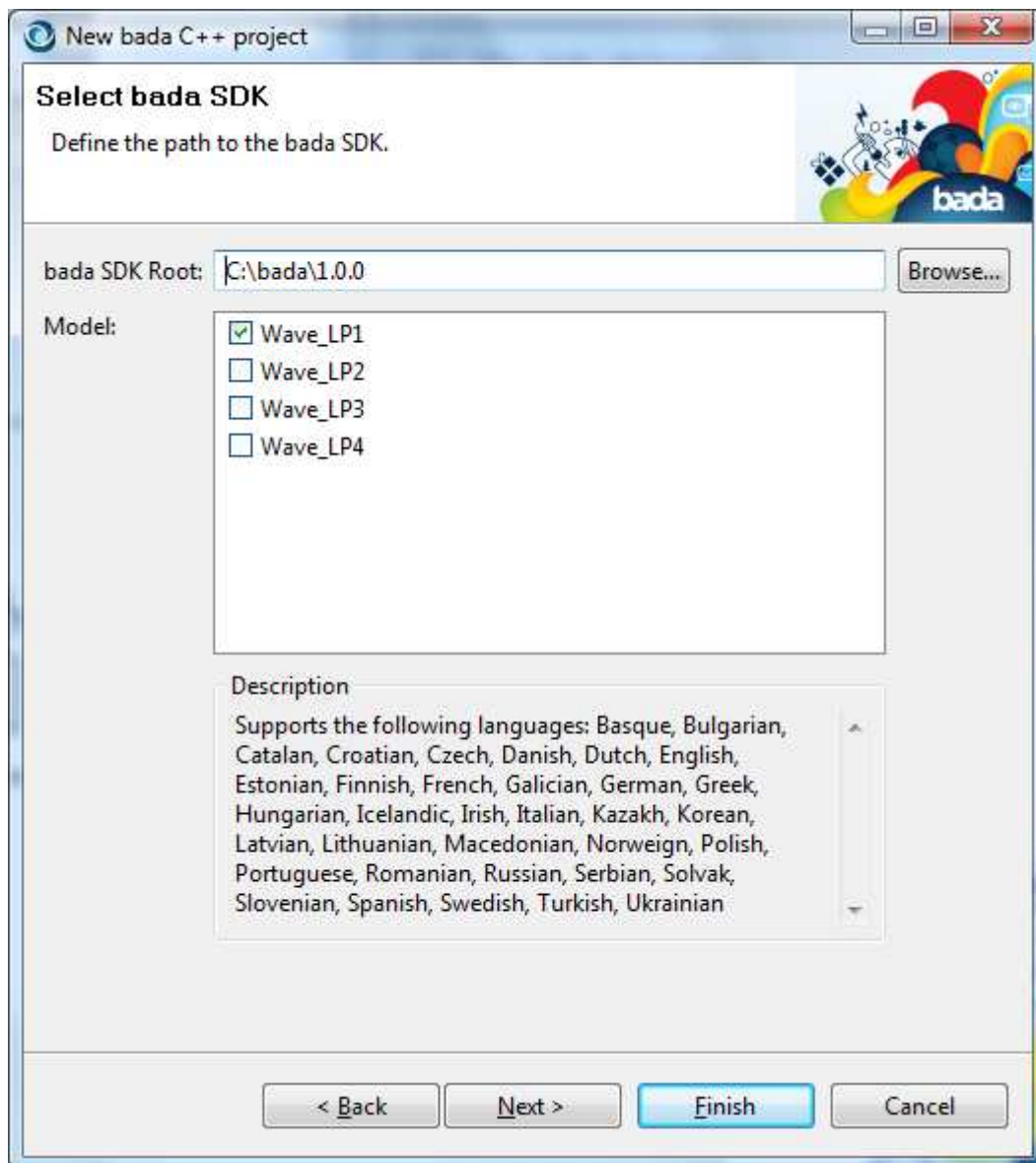


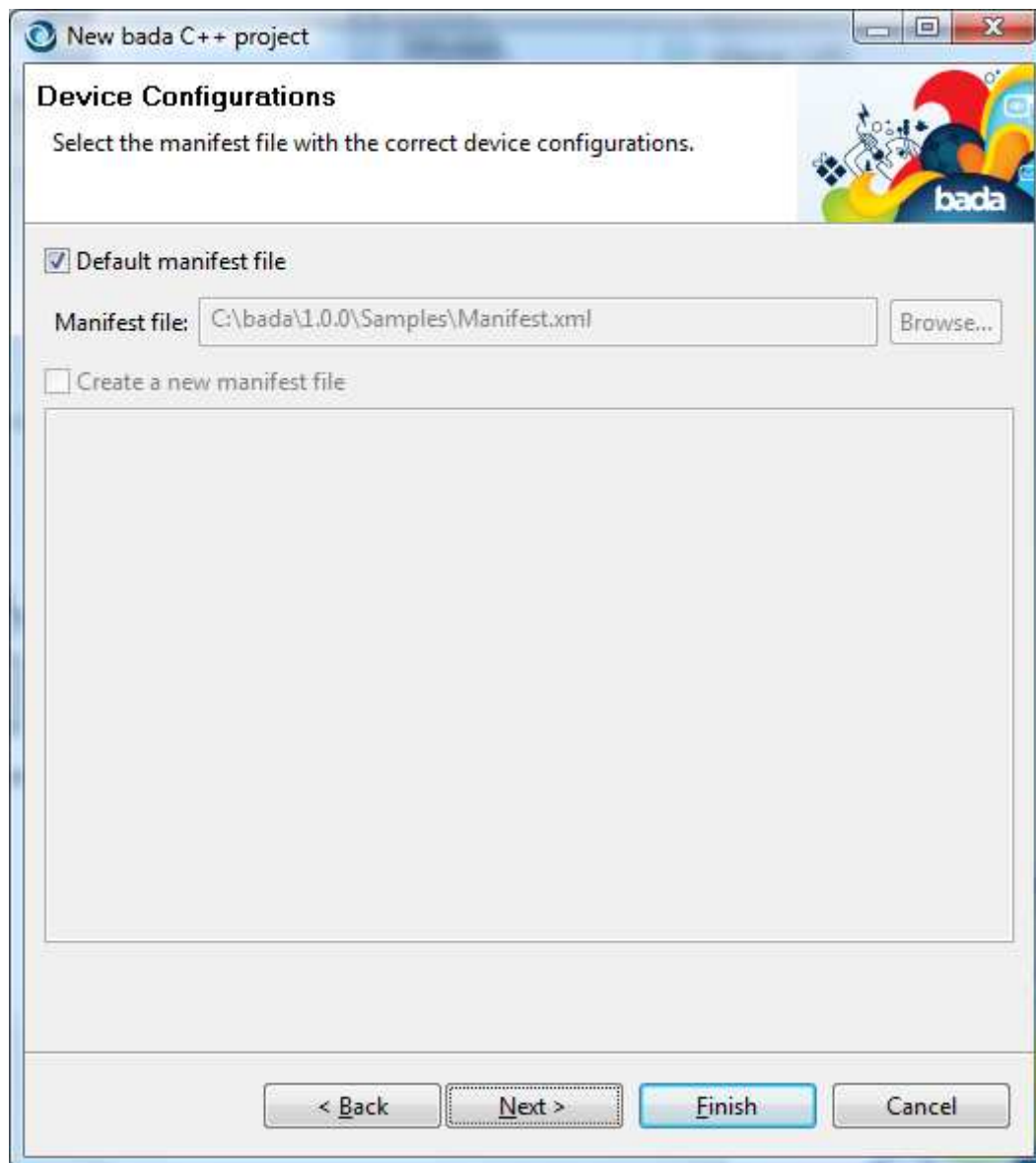
Faire **New** et **bade Application Project**

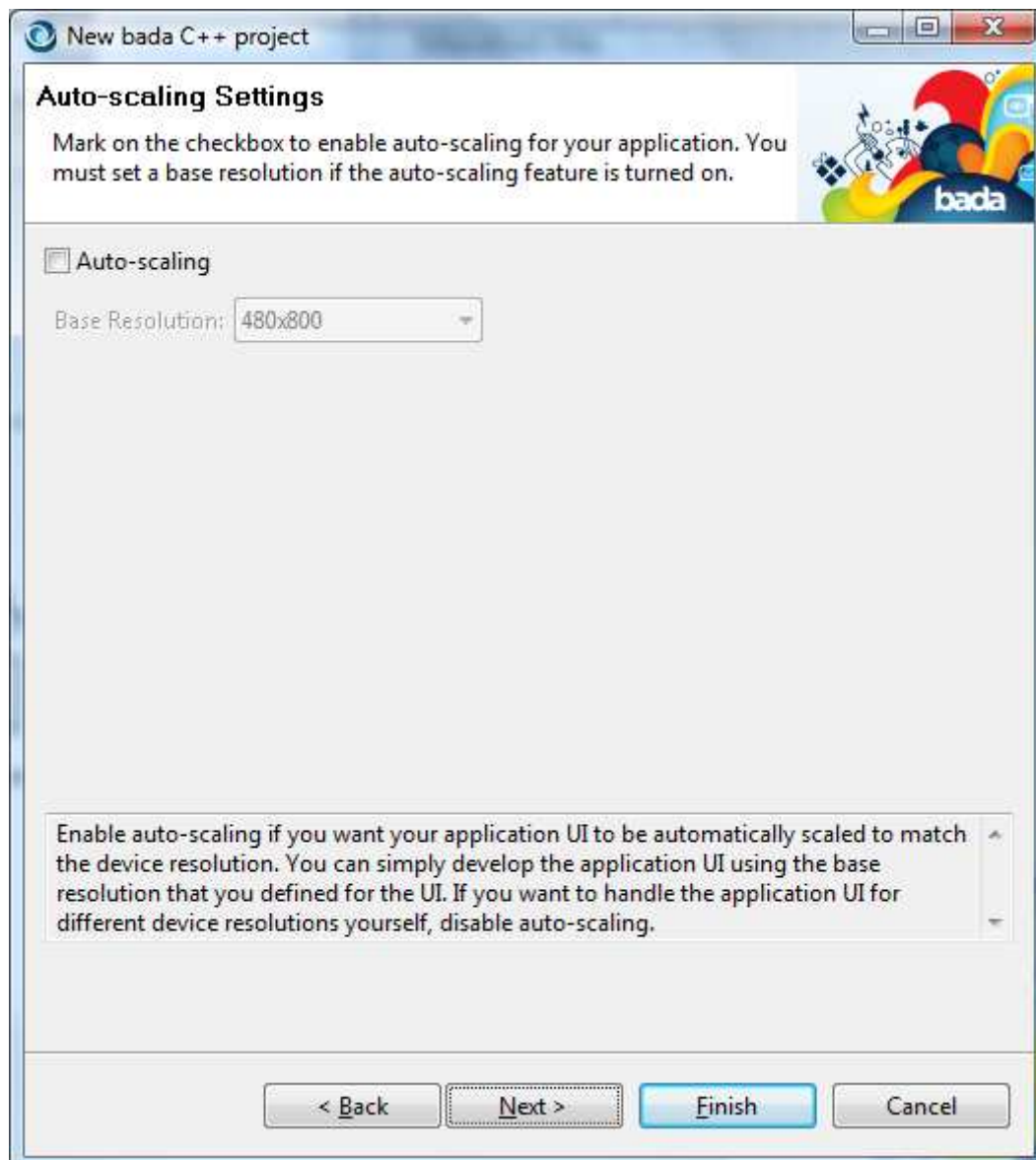












New bada C++ project

Basic Settings

Define the basic properties of the project.

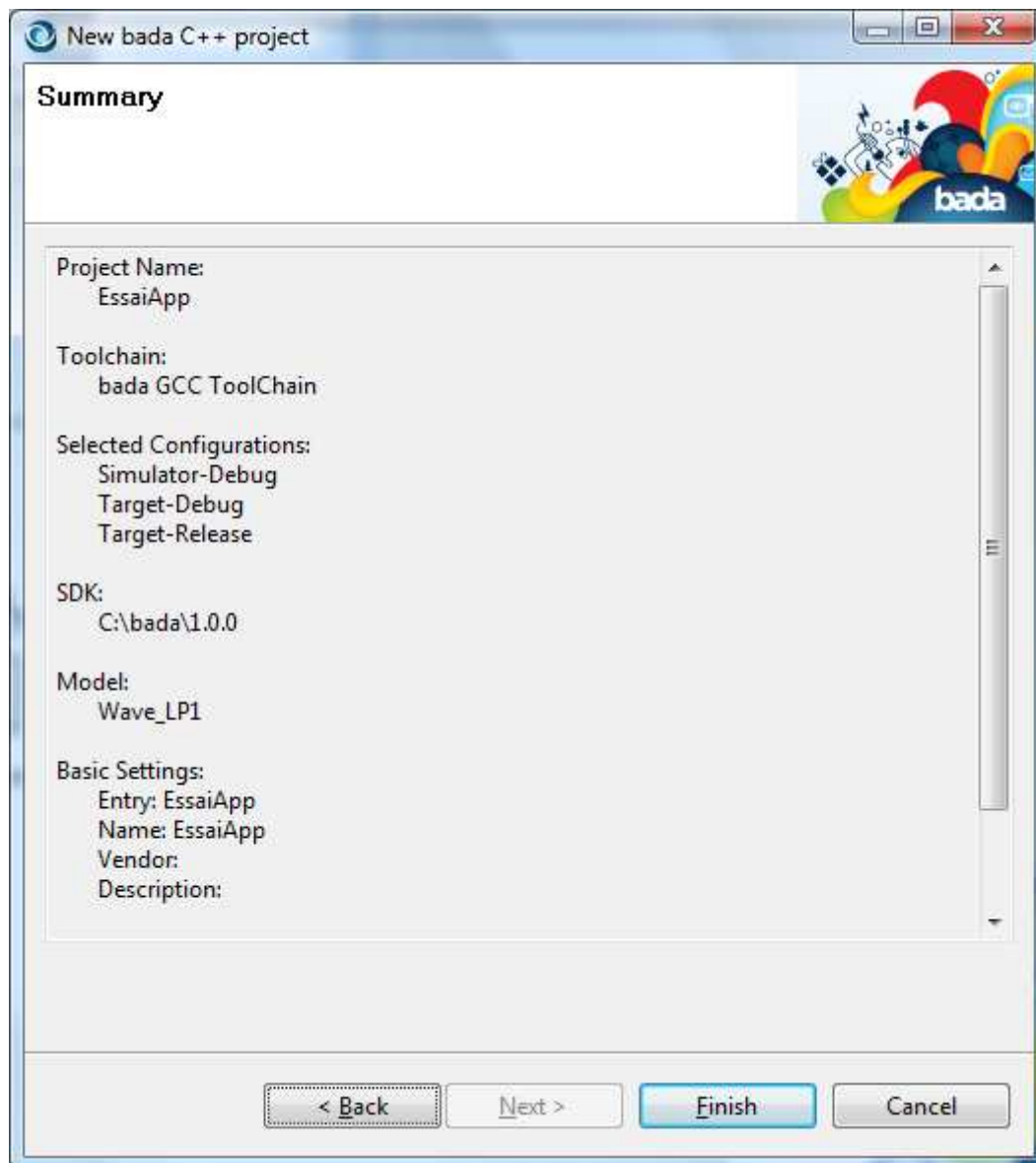


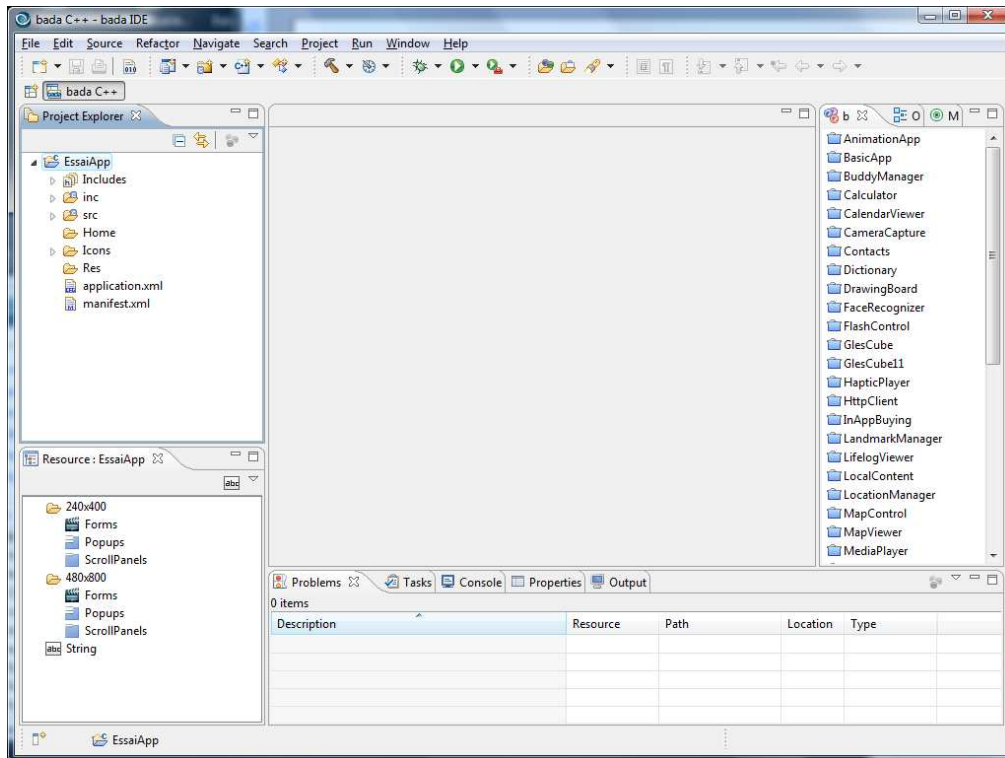
Name:

Vendor:

Description:

< Back Next > **Finish** Cancel





Faire **Project / Build All** et ensuite exécuter.

Vous devriez obtenir ceci au premier démarrage de l'émulateur :

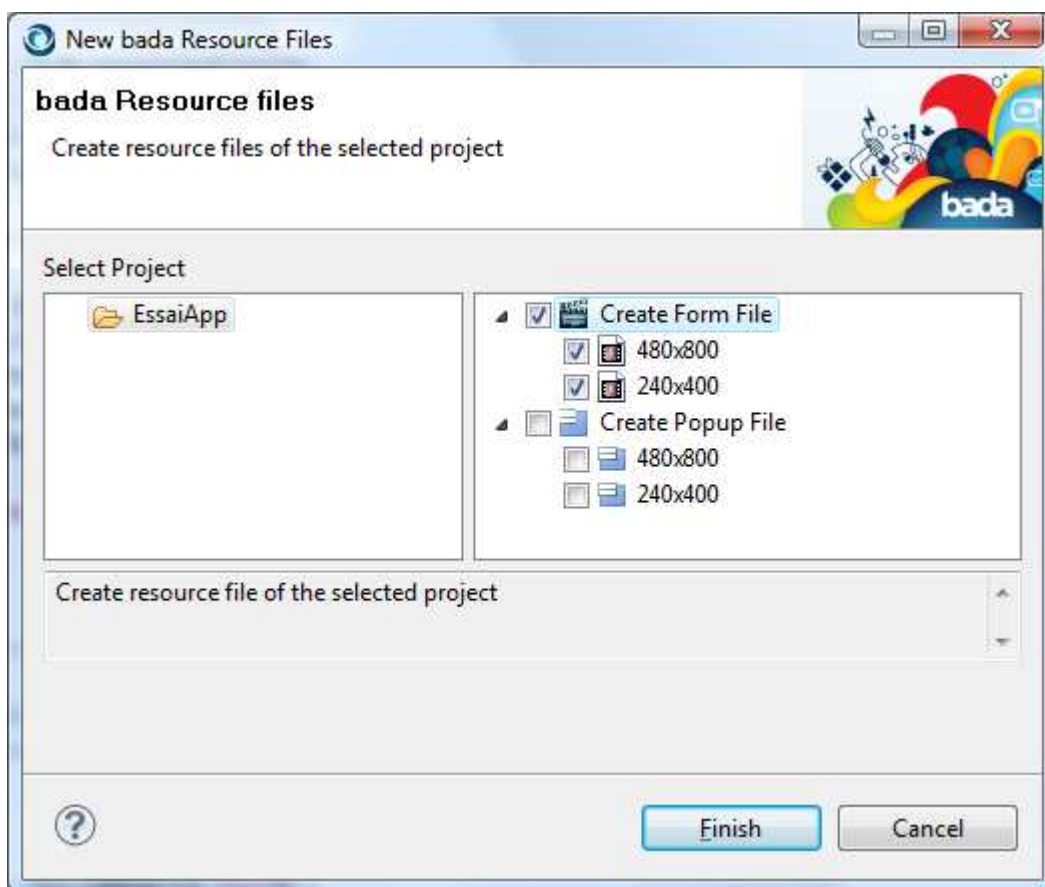
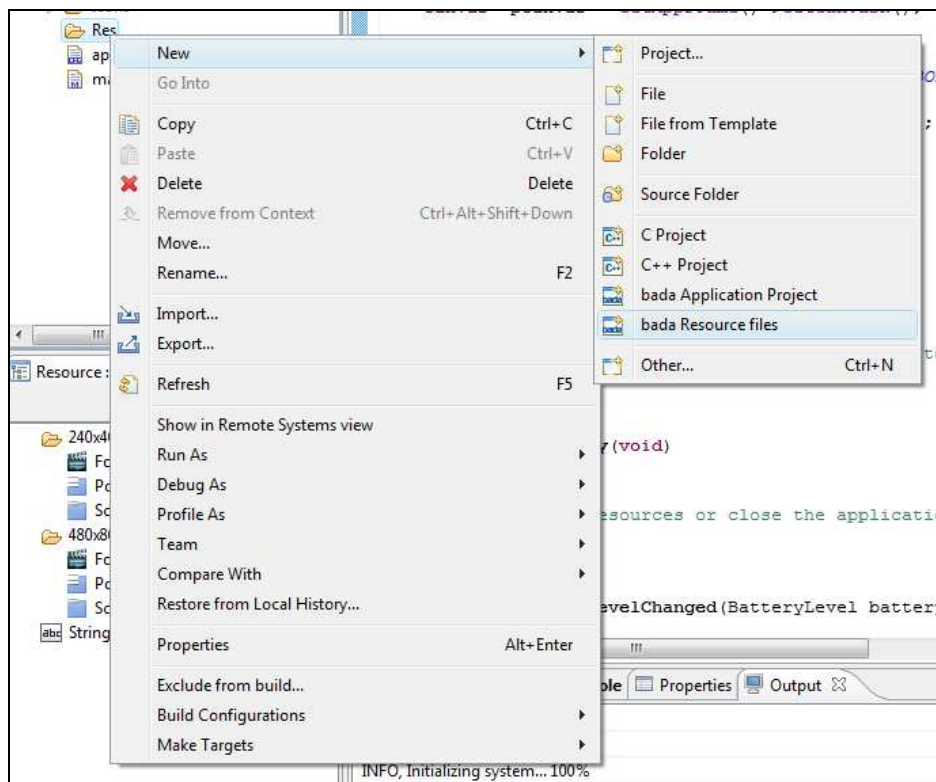


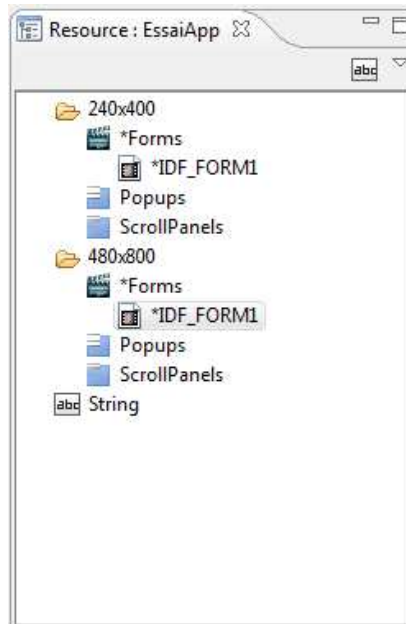
Et finalement



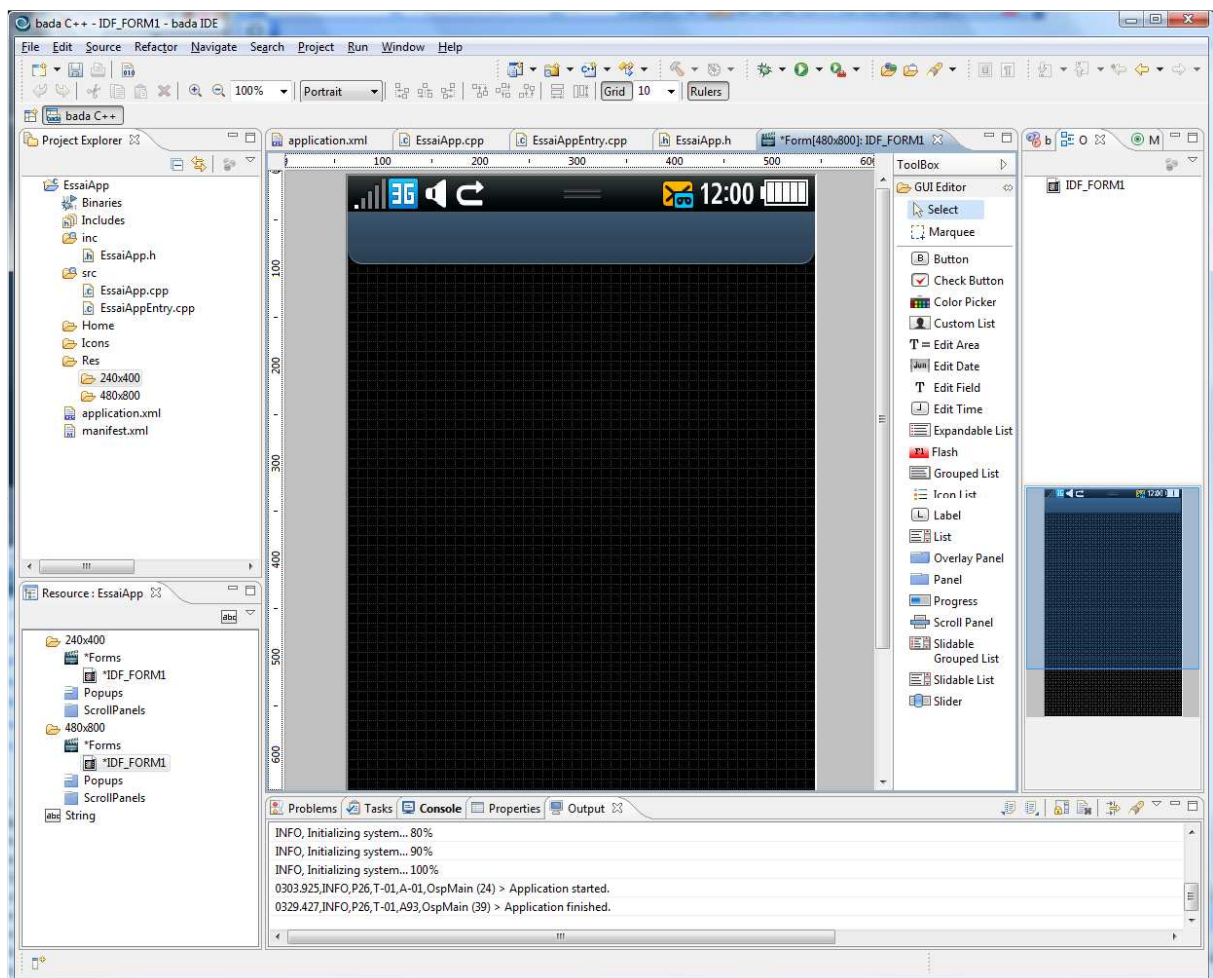
Etape 2.3. Créer une application plus évoluée

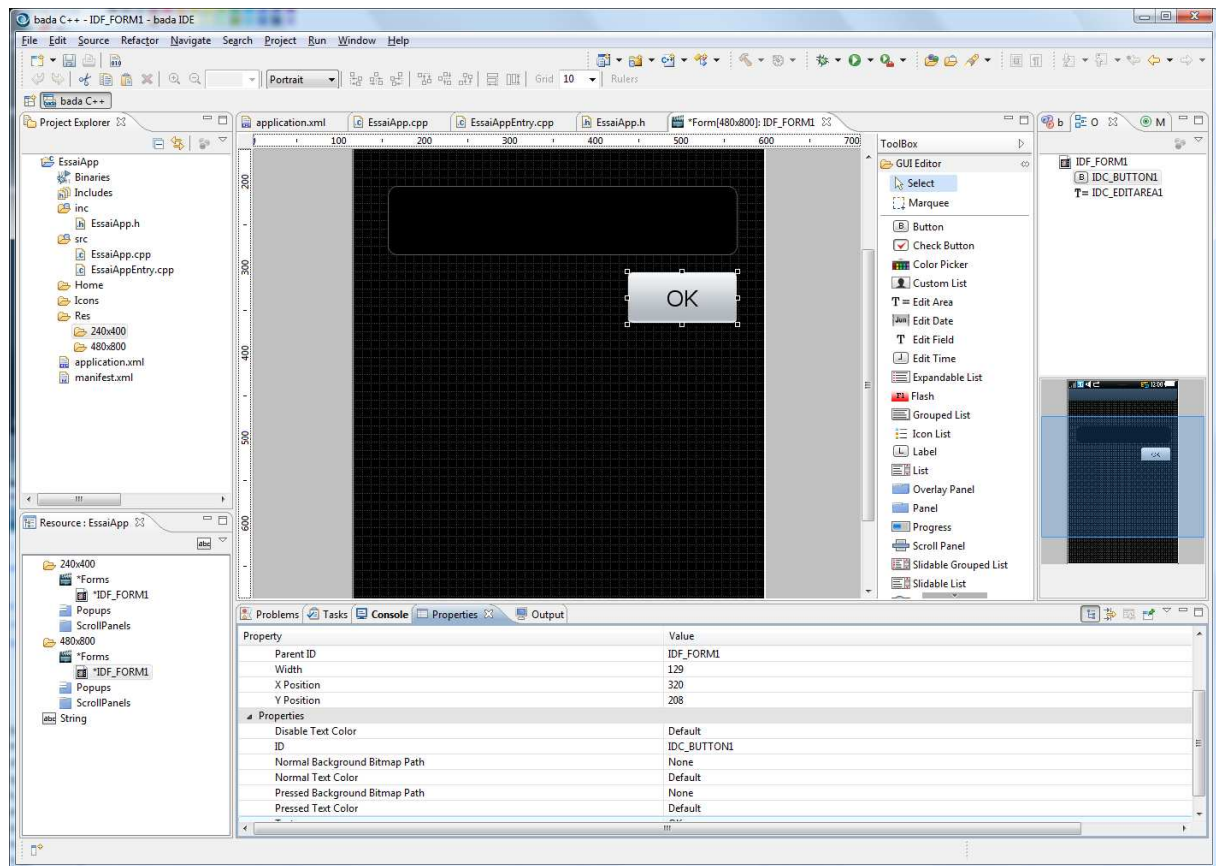
Faire un click droit sur **Res** et ajouter un **bada Ressource File**.



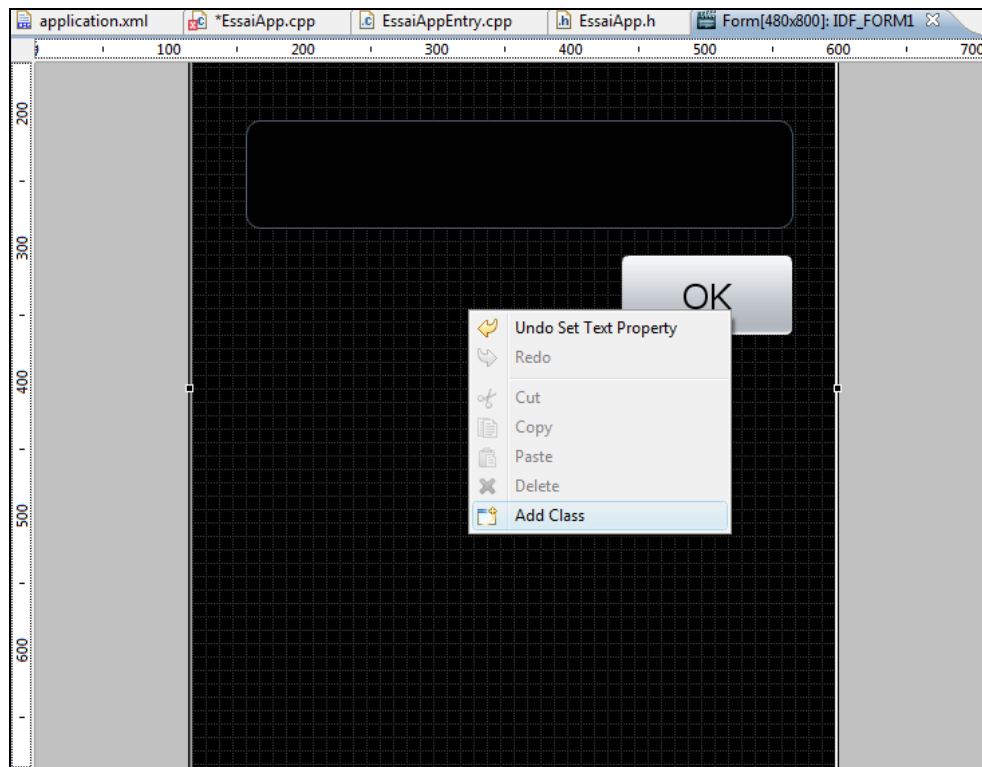


A l'aide du GUI, créez votre propre interface :





Faire un clic droit et choisir Add Class.



Ceci permet d'obtenir les fichiers .cpp et .h.

bada New ClassWizard

Select EventListener

Create a new class.

ClassName

Form EventListener

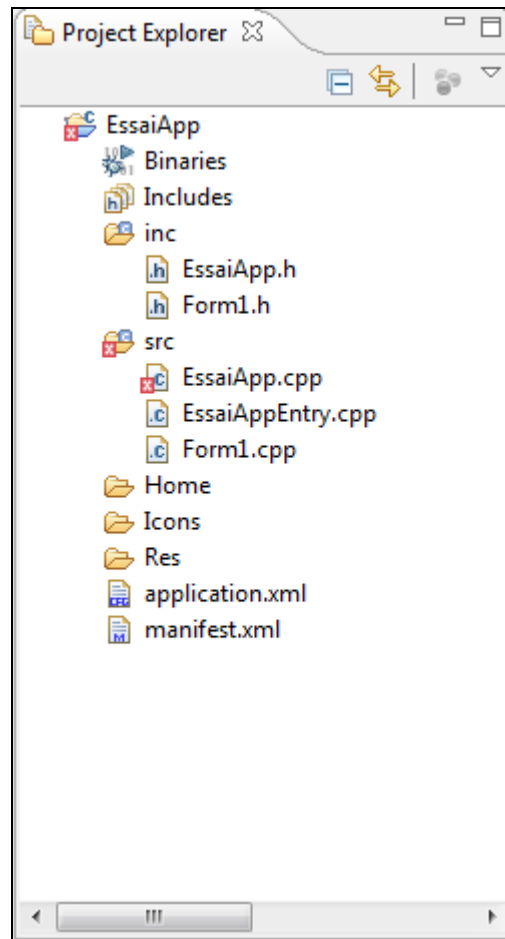
- ☒ IActionEventListener
- ☒ IOrientationEventListener

Control Base EventListener

- ☒ IDragDropEventListener
- ☒ IFocusEventListener
- ☒ IKeyEventListener
- ☒ ITouchEventListener

Control

- ☒ Button
- ☒ EditArea



Ouvrir le fichier EssaiApp.cpp et modifier la procédure **OnAppInitializing** comme suit :

```
bool
EssaiApp::OnAppInitializing(AppRegistry& appRegistry)
{
    // TODO:
    // Initialize UI resources and application specific data.
    // The application's permanent data and context can be obtained from the appRegistry.
    //
    // If this method is successful, return true; otherwise, return false.
    // If this method returns false, the application will be terminated.

    // Uncomment the following statement to listen to the screen on/off events.
    //PowerManager::SetScreenEventListener(*this);

    Form1 *pForm1 = new Form1();
    pForm1->Initialize();

    Frame *pFrame = Application::GetInstance()->GetAppFrame()->GetFrame();

    pFrame->AddControl(*pForm1);
    pFrame->SetCurrentForm(*pForm1);
    pFrame->RequestRedraw();

    return true;
}
```

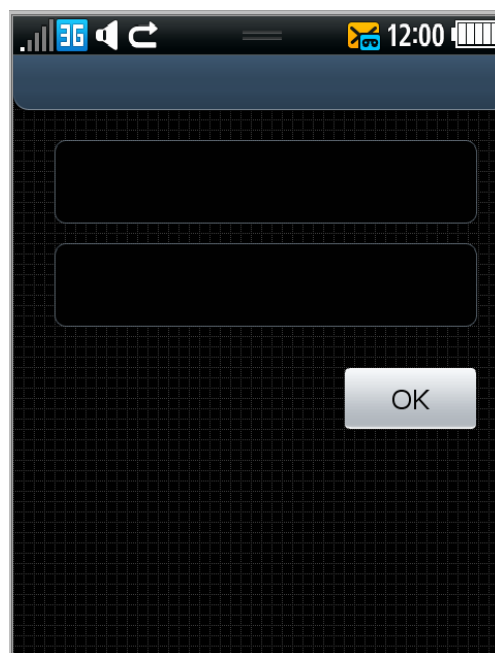
Le debut du programme doit comporter un using namespace sur Controls comme ceci :

```
using namespace Osp::App;  
using namespace Osp::Base;  
using namespace Osp::System;  
using namespace Osp::Graphics;  
using namespace Osp::Ui::Controls;
```

A l'exécution, on obtient:



Etape 2.4. Modifier l'interface en ajoutant deux zones d'affichage



Modifier le fichier **Form1.h** comme suit :

```
class Form1 :
    public Osp::Ui::Controls::Form
,   public Osp::Ui::IActionEventListener
{
    // Construction
public:
    Form1(void);
    virtual ~Form1(void);
    bool Initialize();
    result OnInitializing(void);
    result OnTerminating(void);

    Button *bouton;
    EditArea *contextArea;
    EditArea *contextArea2;

    // Implementation
protected:

    // Generated call-back functions
public:

    void OnActionPerformed(const Osp::Ui::Control&, int);
};
```

Ouvrir le fichier **Form1.cpp** et modifier le début du fichier :

```
static const int BUTTON_ACTION_GREET = 1;
```

Ouvrir le fichier **Form1.cpp** et modifier la méthode **OnInitializing**.

```
result
Form1::OnInitializing(void)
{
    result r = E_SUCCESS;

    // TODO: Add your initialization code here

    bouton = static_cast<Button*>(GetControl(L"IDC_BUTTON1"));
    bouton->SetActionId(BUTTON_ACTION_GREET);
    bouton->AddActionEventListener(*this);

    return r;
}
```

Ouvrir le fichier **Form1.cpp** et modifier la méthode **OnActionPerformed**.

```
void
Form1::OnActionPerformed(const Control& source, int actionId)
{
    // TODO: Add your implementation codes here

    switch (actionId) {
        case BUTTON_ACTION_GREET :
            contextArea = static_cast<EditArea*>(GetControl(L"IDC_EDITAREA1"));
            contextArea->AddActionEventListener(*this);
            contextArea->AppendText("bonjour");
            contextArea2 = static_cast<EditArea*>(GetControl(L"IDC_EDITAREA2"));
            contextArea2->AddActionEventListener(*this);
            contextArea2->AppendText("Philippe");

            contextArea->RequestRedraw();
            contextArea2->RequestRedraw();

            break;
        default:
            break;
    }
}
```

On obtient à l'exécution :



Etape 2.5. Géolocaliser un téléphone

Il vous faudra utiliser les namespaces suivant :

```
using namespace Osp::Locations;  
using namespace Osp::Locations::Controls;  
using namespace Osp::Locations::Services;;
```

Bada propose des facilités pour la conversion des entiers en string, des réels en string. Voici un exemple :

```
Float floatNumber;  
String yourString;  
floatNumber = 12.23;  
yourString = floatNumber.ToString();
```

----- FIN -----