

OpenTV Software Development Kit Training Class

Scope

The purpose of this class is to provide OpenTV software developers with the tools to create interactive OpenTV applications. Through a series of hands on labs, students will assimilate the OpenTV SDK concepts (such as gadget trees and classes, and resources) and will learn how to integrate modules such as Download Services, Dynamic Linking and Timers. Having created a fun and compelling application, by the end of the class students will understand the SDK and its environment, including System Information (SI) and Audio/Video Manager.

Course Topics

Working Environment:

- OpenTV Architecture
- SDK Tools (IDE, Flow Debugger, compilation and format tools)

Content and Graphics:

- Gadgets : creating gadget classes and trees, using shapes, using advanced gadgets
- Data Resources: using resources (static and non static)
- Animations and timers

Set top Box interaction/integration:

- Understanding the modules download service and dynamic linking
- Using the video and audio manager
- Using the System Information Tables

Target Audience

This class is intended for experienced software developers who will be writing interactive applications on the OpenTV platform.

Pre-requisite

- * Working knowledge of C and object oriented concepts (C++ or Java)
- Windows environment
- General understanding of broadcasting and broadcasting technologies
- Familiarity with batch and makefiles.
- Class taught in English

