

<b>Advanced Mobile App Programming</b>						
<b>Course</b>	<b>Code</b>	<b>Student Workload</b>	<b>Credits</b> (according to ECTS)	<b>Semester</b>	<b>Frequency</b>	<b>Duration</b>
CIF62045		90 hours	4,5	Sem. 6	each even-semester	16 meetings
<b>1</b>	<b>Types of courses</b>		<b>contact hours</b>	<b>independent study</b>	<b>class size</b>	
	elective		63 hours	27 hours	40 students	
<b>2</b>	<b>Prerequisites for participation</b>					
	Have completed Interactive System Programming course					
<b>3</b>	<b>Learning outcomes</b>					
	<p><b>IF-ILO3</b></p> <p>Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements.</p> <p><b>IF-ILO7</b></p> <p>Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks.</p> <p><b>IF-ILO-13</b></p> <p>Graduates are able to perform abstraction, modeling, representation, and data acquisition in order to perform the data analysis.</p>					
<b>4</b>	<b>Subject aims</b>					
	<p>Students are able to implement the engineering principles to produce software on mobile phone.</p> <p>Students are able to analyze, design, and build an intelligent system.</p>					
<b>5</b>	<b>Teaching methods</b>					
	lectures, case study, class discussion, presentation					

<b>6</b>	<b>Assessment methods</b>  assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment
<b>7</b>	<b>This module is used in the following degree programs as well</b>
<b>8</b>	<b>Responsibility for module</b>
<b>9</b>	<b>Other information</b>  Bill Phillips, dkk. Android Programming: The Big Nerd Ranch Guide (4th edition). Big Nerd Ranch Guides, 2019. Bill Phillips, dkk. Android Programming: The Big Nerd Ranch Guide (3rd edition). Big Nerd Ranch Guides, 2019. Miguel A. Labrador & Oscar D. Lara Yejas. Human Activity Recognition Using Wearable Sensors and Smartphones. CRC Press, 2014. Android Developer Guides. Google ( <a href="https://developer.android.com/guide">https://developer.android.com/guide</a> )