Mobile Device Application Development

Course Code CIS61020	Student Workload 90 hours	Credits (according to ECTS) 4.5	Semester 5	Frequency each odd-semester	Duration 16 meetings

1	Types of courses	contact hours	independent study	class size
	Compulsory (programme study level)	63 hours	27 hours	40 students

2	**Prerequisites for participation**
	Have completed Advance Programming course

3	**Learning outcomes**
	IS-ILO-1
	Graduates are expected to be able to design, build, operate, and evaluate information systems in organizations to align with organizational needs and to produce technological solutions for organizations.
	IS-ILO-3
	Graduates can apply computational and design thinking, conduct scientific analysis and writing and apply the values of Technopreneurship in creating product innovations in the Systems or Information Technology domain.

4	**Subject aims**
	• Students are able to understand the concepts and challenges in mobile device applications development.
	• Students are able to implement procedures in managing the development environment of mobile device applications.
	• Students are able to generate interactive user interfaces on one page of mobile applications.
	• Students are able to produce a user interface that can switch pages and can communicate with other application components.
	• Students are able to manage data collection.
	• Students are able to manage parallel processes or work.
	• Students are able to produce mobile applications that can store and retrieve data from databases.
	• Students are able to generate a mobile device application that consumes rest API.
	• Students are able to display notifications on mobile apps.
	• Students are able to display the user's position and map on the mobile application.

5	**Teaching methods**
	lectures, case study, class discussion, presentation

6	**Assessment methods**
	assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment

7	**This module is used in the following degree programs as well**

8	**Responsibility for module**
9	**Other information**
	Horton, Android Programming with Kotlin for Beginners,PACKT,2019
	Hagos, Learn Android Studio 3 with Kotlin : Efficient Android App Development,Payload Media Apress,2017