

<b>Mobile Application Programming</b>					
<b>Course Code</b> CIF62041	<b>Student Workload</b> 90 hours	<b>Credits</b> (according to ECTS) 4.5	<b>Semester</b> Sem. 6 & 8	<b>Frequency</b> each even-semester	<b>Duration</b> 16 meetings
<b>1</b>	<b>Types of courses</b> <i>elective</i>	<b>contact hours</b> 63 hours	<b>independent study</b> 27 hours	<b>class size</b> 40 students	
<b>2</b>	<b>Prerequisites for participation</b> Completed Interactive System Programming (CIF61018)				
<b>3</b>	<b>Learning outcomes</b> IF-ILO-3 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. IF-ILO-7 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. IF-ILO-13 Graduates are able to perform abstraction, modeling, representation, and data acquisition in order to perform the data analysis.				
<b>4</b>	<b>Subject aims</b> Students are able to apply engineering principles to produce software on mobile platforms (CPL: KK3)				
<b>5</b>	<b>Teaching methods</b> lectures, case study, class discussion, presentation, practice				
<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>				

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**Other information**

1. Bill Phillips, dkk. Android Programming: The Big Nerd Ranch Guide (Edisi 4). Big Nerd Ranch Guides, 2019.
2. Bill Phillips, dkk. Android Programming: The Big Nerd Ranch Guide (Edisi 3). Big Nerd Ranch Guides, 2019.
3. Android Developer Guides. Google (<https://developer.android.com/guide>)