CPIT-490 Syllabus

Catalog Description

CPIT-490   Selected Topics in IT
Credit: 3 (Theory: 3, Lab: 0, Practical: 1)
Prerequisite: None
Classification: Elective

The objective of this course is to explore selected topics about the latest advancements in the field of Information Technology (topics determined by the Council of the Information Technology Department).

Class Schedule

Lab/Tutorial 90 minutes 1 times/week

Meet 50 minutes 3 times/week or 80 minutes 2 times/week

Textbook

Chellis, James, "MCSE: Windows Server 2003 Active Directory Planning, Implementation, and Maintenance Study Guide : Exam 70-294", Sybex;

ISBN-13 9780782144512   **ISBN-10** 0782144519

Grade Distribution

Week	Assessment	Grade %
4	Quiz 1	3
6	Exam 1	20
8	Quiz 2	3
10	Exam 2	20
12	Quiz 3	5
15	Lab Exam	10
15	Group Project	9
16	Comprehensive Final Exam	30

Topics Coverage Durations

Topics	Weeks
Introduction	1
Android Basics	1
Android Fundamentals	2
Beyond Basics I	2
Beyond Basics II	2
Beyond Basics III	2
Advanced Android I	2
Advanced Android II	2
Android Packaging	1

Last Articulated

March 4, 2017

Relationship to Student Outcomes

a	b	c	d	e	f	g	h	i	j	k	l	m	n
	x								x		x	x	

Course Learning Outcomes (CLO)

By completion of the course the students should be able to

1. Understand the technical limitations and challenges posed by current mobile devices and wireless communications; be able to evaluate and select appropriate solutions (b)
2. Describe the components and structure of a mobile development frameworks and learn how and when to apply the different components to develop a working system (b)
3. **Select and evaluate suitable software tools and APIs for the development of a particular mobile application and understand their strengths, scope and limitations (l)**
4. **Describe and work within the capabilities and limitations of a range of mobile computing devices (j)**
5. **Describe and apply the different types of application models/architectures used to develop mobile software applications (m)**
6. Ability to enhance students' practical skills in the development of software applications for mobile devices (m)
7. **Design, implement and deploy mobile applications using an appropriate software development environment; Learn to to design, write and test small interactive programs for mobile devices (j)**
8. **Design and develop computing system to extend and enhance the capability of mobile applications; Ability to conduct major mobile programming projects (j)**

Coordinator(s)

Dr. Mohamed Buhari, Associate Professor