# Introduction to Mobile Programming
# BLM3520, Group 1
## Assist. Prof. M. Amaç GÜVENSAN

**Lecture Hours\*: Tuesday, 14:00-16:50,**
**Classroom: D-110**

**Textbook:** Bill Phillips, Brian Hardy, "**Android Programming: The Big Nerd Ranch Guides**", 2013

**Supplementary Textbook:** Dawn Griffiths, David Griffiths, **"Head First Android Development",** Oreilly, 2014
**Supplementary Material:** http://developer.android.com

## Tentative Schedule:

1. An Overview of Mobile Computing (21.02.2017)
2. Mobile Devices and Operating Systems (28.02.2017)
3. Mobile Application Development Tools and Environments (07.03.2017)
4. Mobile Application Components and Application Lifecycle (14.03.2017)
5. User Interface Design and MVC Model (21.03.2017)
6. ListView, ViewPager, and ArrayAdapters(28.03.2017)
7. Data Management on Smartphones (04.03.2017)
8. **Midterm (11.04.2017)**
9. Sensors on Smartphones and Sensor Data Collection (18.04.2017)
10. BroadcastReceivers (25.04.2017)
11. Location-based Services (02.05.2017)
12. **Assignment (09.05.2017)**
13. Notifications, User Rights and Permissions (16.05.2017)
14. Mobile Application Markets and their Usage (23.05.2017)
15. Background Tasks (30.05.2017)

| GRADING (could be revised) | | | | |
|---|---|---|---|---|
| | **Midterms** | **Homework** | **Semester Project** | **Final** |
| **Number** | 1 | 3-4 | 1 | 1 |
| **Impact** | 20% | %20 | %30 | 30% |