Syllabus, CRN15157, CMSC4303 Mobile Apps Programming, Fall 2013

Instructor
- Dr. Hong K. Sung, Professor of Computer Science
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- D2L: http://learn.uco.edu
- Office Hours: MW1:15-2:45pm, TR3:15-4:15pm, or by appointment other times

Textbook: (1) Phillips and Hardy, *Android Programming: The Big Nerd Ranch Guide*, 2013, **OR** (2) Komatineni and MacLean, *Pro Android 4, 2012*

Overview
This course is an introduction to programming for mobile devices using Android platform. By the end of the semester, students should have basic familiarity with the concepts of Android Computing Platform, user interfaces, telephony APIs, services, and 2D graphics.

Prerequisite: CMSC 3103 Object Oriented Programming (literacy in Java)

General Policy
1. Students should make every effort to attend all classes. Lecture notes of missed classes should be obtained from fellow students. Handouts may be obtained from Blackboard.
2. Students should make every effort to arrive on time to class. Tardiness is very annoying to the class members and to your professor. If you foresee any problem getting to the class on time, discuss this with me so we may make arrangements for the least amount of disruption.
3. Students are required to "***subscribe***" all discussion forums (Announcement, Handouts, Questions) of the course D2L. The instructor assumes that all students are instantly notified as a message is posted on the D2L Discussions.
4. There will be a term project to build a mobile app for Android phones or tablets. Graduate students will have additional requirements.
5. There will be a number of programming assignments. Past due submissions will not be accepted. Students will submit their work via D2L.
6. No makeup is provided unless prior arrangements are made AND students have legitimate excuses. The instructor reserves all right in determining legitimacy of excuses.
7. There will be a library research project. Students will choose four journal articles using IEEE and ACM online databases and summarize them (detailed instruction will be given).

Grading and Evaluation
1. 500 points from the term project
2. 450 points from programming assignments.
3. 50 points from the library research project
4. **Extra credit**: A student will earn one bonus point for each full attendance. A student arriving in the class after calling the roll or leaving before the class ends will NOT earn any bonus point. **Note** that even excused absence will not get any bonus point. Bonus points are only for those who are actually present in the class.
5. Students should not expect programming assignments or the term project be curved. However, students can make up their poor grades by extra credits earned from attending the class faithfully.

6. The letter grade A will be given if a student's overall achievement is 900 or higher, B if 800 or higher, C if 700 or higher, D if 600 or higher, and F if lower than 600.
7. **Maximum grade cap** depending on unexcused absences: **The instructor reserves all rights in discerning the eligibility of excused absence.**
   ○ B if the number of unexcused absences is 4 ~ 5
   ○ C if the number of unexcused absences is 6 ~ 7
   ○ D if the number of unexcused absences is 8 or more

Course Outline
1. Introduction to Android computing platform
2. Resources, content provider, intents
3. User interfaces, controls
4. Menus and dialogs
5. Location-based services
6. Media framework and telephony APIs
7. Touchscreens

Courtesy

It is expected that students will conduct themselves in a courteous manner to the professor and fellow students. This includes **no cell-phone calls/text messaging, minimal talking in class, restricted use of computers**, and no other actions that are disruptive to the class.

To this end, students are asked to turn off cell phones or put them on "silence" when you are in class. An audible ring will result in a negative grade. Exceptions are peace officers and medical personnel who are on call or students who are under urgent personal situations. Students should let the instructor know before the class starts if they are on call during the class.

Use of laptop/netbook/tablet is **limited to note taking purpose only**. Students are not allowed to use such devices for any other purposes during the class such as, but not limited to, email, chatting, blogging, twittering, social network, web surfing, or games. Students are advised to turn wireless internet off to avoid temptations or distractions.

Academic Integrity

You should conduct all of your activities related to the course as a civil and responsible member of the UCO community. Any academic misconduct, including but not limited to cheating or plagiarism, requires a grade of zero for the assignment and that the professor notify the UCO Office of Student Conduct.

You may find a current copy of the Code of Student Conduct from the "Forms & Publication" link of the UCO Office of Student Conduct home page (http://broncho2.uco.edu/conduct/)

Syllabus

The professor has provided this syllabus as a summary for the convenience of the student. The professor may change the syllabus in writing or verbally for any reason at any time at his sole discretion. For example, points allocated may be redistributed as necessary. By remaining enrolled in the course, the student agrees to be bound by the syllabus and by any changes made by the professor.

Student Information Sheet and Syllabus Attachment:
Refer to "Syllabus Attachment" link on **http://www.uco.edu/academicaffairs/**