

INTRODUCTION TO MOBILE APPLICATIONS DEVELOPMENT

Unit Overview

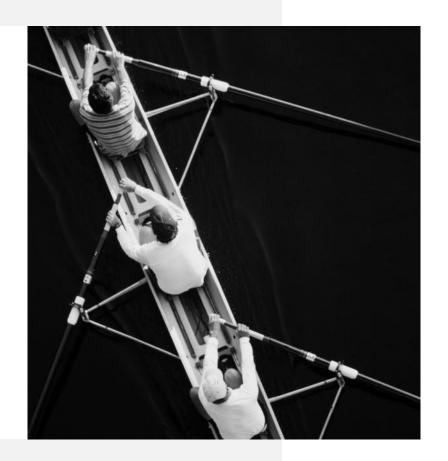
ITSFT-406-2001 Ing. James Attard

OBJECTIVES



To ensure that learners.

- Describe the current technology, features and uses of webbased applications on mobile devices
- Design a web-based application for a mobile device
- Produce a web-based Application for a mobile device



UNIT OVERVIEW



We will be building mobile applications using the latest technologies:

- ✓ Ionic
- ✓ React
- ✓ TypeScript
- ✓ Vite
- ✓ Capacitor
- √ HTML/CSS

GET YOUR BEST VALUE



To ensure effective learning.

- Class lectures only cover a fraction of the unit delivery. You are expected to conduct your own studies during your free time.
- Worksheets are to be done in the lab or in your free time. You are encouraged to complete them to practice and reinforce your learning progress.
- Lessons are recorded and delivered via presentations, notes and code lab activities. Make sure to take your own notes as I am explaining concepts!



UNIT REQUIREMENTS



- You need to have previous knowledge of:
 - 1. HTML/CSS
 - 2. Basic JavaScript
- MCAST Lab computers have all the tools and software you need to complete this unit.
- If you want to replicate the environment on your device, you need to have:
 - 1. Visual Studio Code (VS Code)
 - 2. NodeJS (and Node Package Manager)
 - 3. Android Studio & Android Emulator

GOAL



By the end of the unit, you should have enough skills to build basic mobile apps such as the one in the demo:

https://youtu.be/-q88GycN9KE

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Tasks	Your progress 3/4
Tasks	
Build cool apps!	•
Tasks complete	
Learn Mobile Applications Development	Ø
Learn React 44 seconds ago	⊘
Learn Ionic 51 seconds ago	⊘
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ASSESSMENTS



Two assessments to measure your theoretical and practical knowledge.

Time Constrained Assignment

- The TCA will be held towards the middle of the unit to cover the first two parts of the coursework.
 - The TCA will constitute 34% of the overall marks.
 - TCA will test your knowledge of mobile technologies and your skills to design a mobile application.

Home Project

- This will be an Ionic React project towards the end of the unit, covering the last part of the coursework.
 - The Project will constitute 66% of the overall marks
 - Interviews will be conducted during the following weeks after the project is submitted.



THANK YOU