Mobile computation and mobile agents

Class

- Theoretical background.

- Practice in class Laboratory.

- Assignments.

- Feedback.

- Evaluation.

Topics

- Mobile devices history and environment

- Mobile devices develop and applications design

- Android

- Windows Universal Platform

- IOS

- Mobile web development

Evaluation

Android 20%

Windows Universal Applications 20%

IOS 20%

Web/Hybrid System 20%

Quiz and labs 20%

Technical background

- English

- General OOP (Java, C#)

- Git (For revisions and assignments)

- Web technologies (HTML and JS)

- Latex

Bibliography

- **Hands-On Mobile App Testing:** A Guide for Mobile Testers and Anyone Involved in the Mobile App Business, by Daniel Knott.

- **Enterprise Class Mobile Application Development**: A Complete Lifecycle Approach for Producing Mobile Apps, by Jianjun Zhang, Roger Snook, Darrell Schrag, Soma Ray, Ashish Mathur, Omkar Chandgadkar, Roland Barcia, Leigh Williamson.

- **Professional Mobile Application Development**, by Scott Gowell, Jeff McWherter\item The Mobile Application Hacker's Handbook, by Dominic Chell, Tyrone Erasmus, Shaun Colley, Ollie Whitehouse.