THE Impact Ranking 2021

SDG Curriculum Mapping

Course Title: Smart Phone Application Development

Course Code: CSE 438

Faculty Name: Arannya Monzur

**Learning Objectives mapping with SDG:**

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| Learning Objectives | Statement of the learning components | SDG Mapping | | |
| Goal | Target | Indicator |
| Recognize, recall and understand latest practices and performance implications of Java | SDG 4, SDG 9 |  |  |
| Understand and outline different states of an activity and core android methods associated with them | SDG 4, SDG 9 |  |  |
| Design and develop real-life Application/Game | SDG 4, SDG 9 |  |  |
| Use available libraries, APIs and functions for efficient coding. | SDG 4, SDG 9 |  |  |
| Possess positive approach to adapting and learning new languages/features and apply them to create Mobile Applications/Games | SDG 4, SDG 9 |  |  |
| Content | Comprehension of Android application designs with code efficiency. | SDG 4, SDG 17 |  |  |
| Introduction to latest programming style and tools. | SDG 4, SDG 17 |  |  |
| Emphasis on core processes of an application and debugging. | SDG 4, SDG 17 |  |  |
| Facilitation of ability to write quality enterprise/commercial application/game. | SDG 4, SDG 17 |  |  |
| Learning Activities | 1. Lectures, group discussion, studying published literature along with textbooks | SDG 4, SDG 17 |  |  |
| 2. As a group project, students design and implement an Java application based on design specifications | SDG 4, SDG 9, SDG 17 |  |  |