### ­CIS 399 Android Application Development Syllabus Summer 2019

**Instructor: Brian Bird**   
E-mail: [bbird@uoregon.edu](mailto:%20bbird@uoregon.edu)  
Office: 162 Deschutes Hall  
Office hours: 1:00 to 1:50 Monday through Friday

### Course Description

This course introduces students to mobile application programming concepts and mobile application development methodology using the Android Software Development Kit, Java, and Android Studio.

### Learning Objectives

Design the core logic for a mobile software application. Write, debug, and test the code for the core logic for an application. Design User Interfaces that adapt to multiple screen sizes. Evaluate mobile app designs and architectures in terms of user experience, performance, and maintainability.

### CIS 399 Workload

Since this is a 4-week class, we will be meeting five times a week for a total of 8 lecture hours and 2 hours of lab (in the same classroom as the lecture). You should expect to spend approximately 20 hours a week reading, studying and programming outside of scheduled class/lab times.

It will be extremely important to keep up with the reading and the programming assignments. If you find yourself falling behind, contact the instructor for help immediately- before it is too late.

**Required Textbook**

Murach's Android Programming 2nd Ed. by Joel Murach, 2015, Murach,   
ISBN 978-1-890774-93-6

Source code for the examples and exercises in the book can be downloaded here:   
<https://www.murach.com/shop/murach-s-android-programming-2nd-edition-detail>

**Computer Software**

You are expected to use your own computer to complete the assignments for this class. You will need to install the following software:

**Android Studio:** You can download Android Studio, which includes the Android SDK (for Windows, Linux or OS-X) here: [http://developer.android.com/sdk/](http://developer.android.com/sdk/index.html). The Android Studio setup program will install everything you need to develop Android applications: the IDE, the Android SDK and Platform tools, an Android emulator and system images.

**Java Development Kit:** The latest version of [Open JDK](https://developer.android.com/studio/intro/studio-config.html#jdk) will be installed with Android Studio.

**Course Grade**

Term project .... 50%

Lab assignments ........ 50%

There are 7 Lab assignments which constitute 50% of your grade. The last lab assignment, lab 8, is optional extra credit. There is a term programming project which comprises the other 50% of your grade. Your grade is based on weighted percentages, not total points using the standard grade scale shown below.

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| --- | --- | --- | --- |
| **Letter** | ***-*** |  | ***+*** |
| *A* | 90 - 91 | 92 – 97 | 98 - 100 |
| ***B*** | 80 - 81 | 82 – 87 | 88 - 89 |
| ***C*** | 70 – 71 | 72 – 77 | 78 - 79 |
| ***D*** | 60 - 61 | 62 – 67 | 68 - 69 |
| ***F*** | Below 60 | | |

**Lab Assignments**

|  |  |  |
| --- | --- | --- |
|  | **Title** | **Objectives** |
| **1** | Click Counter | Android studio, emulator, xml layouts, widgets, event handler |
| **2** | Pig Game v1 | Constraint layout, separation of concerns, saving state |
| **3** | Pig Game v2 | Changing layouts with orientation, menus, PreferenceFragment / PreferenceActivity, saving state |
| **4** | Pig Game v3 | Multiple activities, fragments, accessing objects in another activity or fragment |
| **5** | Tide Prediction v1 | ListViews, list adapters, parsing an XML file |
| **6** | Tide Prediction v2 | SQLite database, cursor adapter for ListViews |
| **7** | Tide Prediction v3 | Consuming a REST service, AsynchTask |
| **8** | Tide Prediction v4 | Geolocation (optional, extra credit) |

**Programming Term Project**

The project will be due the day scheduled for the final exam (there will not be a final exam). You may choose to make any app you like, but it must not be the same as an app in the textbook or one of the instructor’s example apps. The application must have the following:

* At least 5 kinds of widgets
* A menu with at least 2 items
* At least 2 activities with an “up” navigation button on one of the activities
* Different layouts for landscape and portrait orientation (using fragments is optional)
* Persist activity state when rotating

Near the middle of the term you will submit a proposal for your term project. Your proposal should be in a single document, nicely formatted and include:

* At least a two-paragraph description of the app
* A bulleted list of features
* UI diagrams for the activities and/or fragments that identify the type and function of the UI widgets

### Significant Dates

**Independence Day Holiday:** Tuesday, July 4; Independence Day holiday, no class.

**Final Project Due:** Week 4, Friday, July 19; end of the four-week term.

**Universal Learning Environment**

The University of Oregon, the CIS department and I are all working to create inclusive learning environments. Please notify me if there are aspects of instruction or design of this course that result in barriers to your participation.  
  
Students with a UO disability notification letter should please meet with me as early as possible. You may also wish to contact Disability Services in 164 Oregon Hall at 346-1155. For information about Support and Services for Students with Disabilities, see the [Disability Services web page](http://ds.uoregon.edu/)

### Class Policies:

**Attendance:** It is essential to attend every class session in order to succeed in this course, but no grade will be given for attendance.

**Late Assignments: No late programming projects will be accepted, although there will be a quasi-grace period between the due date and the beginning of the first class of the week. Assignments submitted during that time will have 10% deducted from the grade. Assignments won’t be accepted after the beginning of class. Partial credit will be given for projects that are partially completed.**

**Academic Honesty:** While students are encouraged to discuss lab assignments and to use each other as resources, each student is responsible for his/her own work. In other words, you can help each other, but you can’t copy any part of someone else’s work. The end product must be each student’s own individual work.

### Schedule (Tentative)

**Week 1**, June 23 - 29

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| --- | --- | --- |
| **Day** | **Topic** | **Do before class** |
| M | Intro to mobile dev and Android development tools | Skim Ch. 1: An Intro to Android and Android Studio,  Read Murach’s [Android Studio Update for 2017](https://www.murach.com/shop/murach-s-android-programming-2nd-edition-detail),  Optional: [Android Studio Overview](http://developer.android.com/tools/studio/index.html) |
| Tu | UI in Java | Read Ch. 2: How to Start Your First App,  Read [Building a Responsive UI with Constraint Layout](https://developer.android.com/training/constraint-layout/)  *Start Lab 1: Ch. 2 & 3 Ex, Click counter app* |
| W | Activity Lifecycle | Ch. 3: How to Finish Your First App |
| Th | Persisting state | *Start Lab 2: Ch. 4 Ex, Pig Game v1* |
| F | Debugging | Read Ch. 4: How to Test and Debug an Android App,  Optional: [Debugging with Android Studio](http://developer.android.com/tools/debugging/debugging-studio.html), |
|  |  | ***Submit Labs 1 and 2*** *See Canvas for the due date and time* |

**Week 2, June 30 – July 6**

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| **Day** | **Topic** | **Do before class** |
| M | More on Layouts and Widgets  Changing layouts with orientation | Ch. 5: How to Work with Layouts and Widgets |
| Tu | More on UI Events | Read Ch. 6: How to Handle Events |
| W | Themes and styles  Activity lifecycle, persisting state | Skim Ch. 7, read [Styles and Themes](http://developer.android.com/guide/topics/ui/themes.html)  *Start Lab 3: Ch. 6, 7, 8 Ex, Pig Game v2* |
| Th | Independence Day Holiday | No class |
| F | Menus, Preferences  Launching new Activities  Pass data with an Intent | Read Ch. 8: How to Work with Menus and Preferences  Read Ch. 10, pg. 320-321: How to work with intents  *Start Lab 4: Ch. 9 Ex, Pig Game v3* |
|  |  | ***Submit Lab 3: landscape layout, menu, settings***  ***Submit Lab 4:***  ***Submit a Term Project Proposal*** *See Canvas for the due date and time* |

**Week 3, July 7 - 13**

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| **Day** | **Topic** | **Do before class** |
| M | UI Fragments | Read Ch. 9: How to Work with Fragments |
| Tu | More on fragments |  |
| W | AsyncTask  Parsing XML | Read [AsyncTask](http://developer.android.com/reference/android/os/AsyncTask.html),  Read Ch. 10a: pg. 290 -395, 302 - 305 |
| Th | ListView | Read Ch. 10b: pg. 314-319  *Start Lab 5: Ch. 10 Ex, Tide Table v1* |
| F | SQLite Database | Read Ch. 13  Read: [Android SQLite Tutorial](http://www.vogella.com/tutorials/AndroidSQLite/article.html)  *Start Lab 6: Ch. 13 Ex, Tide Table v2* |
|  |  | ***Submit Labs 5 and 6*** *See Canvas for the due date and time* |

**Week 4, July 14 - 20**

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| **Day** | **Topic** | **Do before class** |
| M | Consuming a web service | Review Ch. 10a: pgs. 320-328  *Start Lab 7: Ch. 10 Ex, Tide Table v3* |
| Tu | Geo-location | Read Ch. 18 |
| W | TBD topic and Lab time in classroom | *Start Lab 8: Ch. 18 Ex, Tide Table v4* |
| Th | Lab time in classroom | Work on Term Project |
| F | Term Project Presentations | ***Submit Labs 7 and 8***  ***Submit Term Project*** |