

COM 250, Mobile Application Development

American University of Central Asia
Software Engineering Department

1 Course Information

Course Code

COM 250

Course ID

3371

Prerequisite

COM-117, Programming II

or

COM-119, Object-oriented Programming

Credits

6

Time and Place

Lecture: Monday 14:10–15:25, room 410

Lab: Friday 14:10–15:25, lab 432

Course Materials

<https://github.com/auca/com.250>

2 Contact Information

Professor

Dmitrii Toksaitov

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Office

AUCA, room 315

Office Hours

By appointment throughout the work week (write to your professor to make an appointment)

3 Course Overview

This course introduces students to the development tools and APIs required to build applications for the Google Android and Apple iOS operating systems. Students will gain insights into creating distinctive interactive user interfaces tailored for multi-touch mobile devices. The curriculum delves into object-oriented design and the Kotlin, Swift, and Dart programming languages. It further explores development frameworks such as SwiftUI, Compose, and Flutter, along with device emulators and application build tools. By the conclusion of the course, students will have the opportunity to prototype a real-world mobile application of their choice, designed to assist individuals in their daily lives.

As a result, students should be able to research and analyze the functioning of the information technology systems, improve their skills using programming languages for software design, development, and maintenance in accord to the goals of the AUCA Software Engineering department and the 510300 IT competency standard.

4 Topics

- Week 1–2: Development Tools (Android Studio, Xcode, Flutter, SDKs) (6 hours)
- Week 3–4: Overview of Contemporary Mobile Platforms (6 hours)
- Week 5–7: Swift, Kotlin, and Dart Programming Languages for Mobile Development (9 hours)
- Week 8–9: Classic UIKit (iOS) and XML-based (Android) UI Development (6 hours)
- Week 10–12: Modern SwiftUI (iOS), Compose (Android), and Flutter (iOS and Android) Frameworks for Mobile UI Development (9 hours)
- Week 11–12: Basics of Mobile Networking (HTTP/S, REST) (6 hours)
- Week 13–14: Backend, Data Storage, System Monitoring (6 hours)
- Week 15: Publishing and Distributing Applications (6 hours)

5 Assignments and Exams

5.1 GitHub Checkpoints

Students will have to maintain a personal private GitHub repository with all their works shared with their instructor. Students have to periodically commit and push a specific number of lab and project solutions as told by the instructor. The instructor will regularly check the work and give points for the accomplished work.

5.2 Labs and Projects

Students will have a number of laboratory tasks and have to finish one course project. The goal of the course project is for students to build a real-world app (open topic) to include most technologies studied throughout the course. Students will have to defend their work to the instructor during midterm and final examination sessions.

6 Course Materials, Recordings and Screencasts

Students will find all the course materials on GitHub. We hope that by working with GitHub, students will become familiar with the Git version control system and the popular (among developers) GitHub service. Though version control is not the focus of the course, some course tasks may have to be submitted through it on the GitHub Classroom service.

Every class is screencasted online and recorded to YouTube for students' convenience. The course Zoom link is <http://com-250-zoom.auca.space>. YouTube links can be found on the course repository at <https://github.com/auca/com.250>. An ability to watch a class remotely at any time MUST NOT be a reason not to attend classes. Active participation is necessary to succeed in this course. Class recording may stop if the instructor feels the attendance and participation are unsatisfactory.

7 Software

Students are recommended to install the following software on their machines.

For those who would prefer to do Android labs and projects:

- Android Studio: <https://developer.android.com/sdk/index.html>
- Android USB driver for adb (on Windows): <https://developer.android.com/tools/extras/oem-usb.html>

For those who would prefer to do iOS labs and projects:

- Xcode: <https://developer.apple.com/xcode/resources>

All students should also install:

- Flutter: <https://docs.flutter.dev/get-started/install>
- Git: <https://git-scm.com/downloads>

8 Reading

1. Official Android Developer Guides: <https://developer.android.com/guide>
2. Official iOS Developer Guides: <https://developer.apple.com>
3. Official Flutter Developer Guides: <https://flutter.dev/learn>

8.1 Supplemental Reading

1. Design Patterns: Elements of Reusable Object-Oriented Software by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides (AUCA Library Call Number: QA 76.64 D47 1995, ISBN: 978-0201633610)
2. Refactoring: Improving the Design of Existing Code by Martin Fowler, Kent Beck, John Brant, William Opdyke, Don Roberts (AUCA Library Call Number: QA76.76.R42 F695 1999, ISBN: 978-0201485677)

9 Grading

9.1 GitHub Checkpoints

Your instructor will announce a periodic review of your work. You will be awarded up to the following number of points for such checks.

- Labs (20%)
- Project (15%)

9.2 Exams

- Midterm Exam (30%)
- Final Exam (35%)

9.3 Totals

- 100% is formed from the GitHub submissions (35%) and the two exams (65%).

9.4 Scale

- [92%–100] %: A
- [85%–92) %: A-
- [80%–85) %: B+
- [75%–80) %: B
- [70%–75) %: B-
- [65%–70) %: C+
- [60%–65) %: C
- [55%–60) %: C-
- [50%–55) %: D+
- [45%–50) %: D
- [40%–45) %: D-

- Less than 40%: F

Please, note that requests to award a better grade if the number of points is close to such a grade will be ignored. For example, 91.99 is A-, NOT A. Likewise, requests to get extra assignments to increase the number of points will also be overlooked entirely.

10 Rules

Students are required to follow the rules of conduct of the Software Engineering Department and the American University of Central Asia.

10.1 Participation

Active work during the class may be awarded with extra points at the instructor's discretion. Poor student performance during a class can lead to points being deducted from the final grade.

Instructors may conduct pop-checks during classes at random without prior notice. Students **MUST** be ready for every class in order not to lose points. Students absent without a good reason from such classes with graded work will also lose points unless it is force-majeure circumstances. Instructors must be notified in advance about why a student is absent not to lose points.

10.2 Questions

We believe that a question from one student is most likely a question that other students are also interested in. That is why we encourage students to use the online discussion board of the LMS (Learning Management System) that you use (e.g., AUCA e-Course System or Canvas) to ask questions in public that other students can see and answer. We discourage students from asking questions through E-mail. If it is a private matter, write direct messages to your instructor through the LMS system (such as AUCA e-Course System or Canvas) too. We will not be answering most E-mail messages this semester (unless it is a severe emergency) to consolidate all the course correspondence in one place.

Do not post the complete source code for any task on the LMS discussion board. You will get zero for that work for any such public post. Do not ask generic questions about your code to know why it does not work. Please spend some time thinking about your code, debugging it.

10.3 Late Policy

Late submissions and late exams are not allowed. Exceptions may be made at the professor's discretion only in force-majeure circumstances. If you got ill, got severe personal issues, got problems with your computer or the Internet, you **MUST** notify instructors at least 24 hours in advance. Otherwise, we will not give you an extension.

We will consider that you were procrastinating until the very last day. We will also not be giving more than one emergency extension throughout the course.

Six hours before the deadline for any work on the course, instructors will go into a silent mode. No questions will be answered about the work that has to be submitted, no requests to have office hours will be considered. However, at any other work time before the deadline, we will try our best to answer your questions and help you through Zoom or in our office.

10.4 Exam and Task Submission Ceremonies

Students **MUST** follow exam and task submission ceremonies. It means they **MUST** strictly follow all the rules specified by the instructors in written or verbal form. Failure to do so will result in lost points. Throughout your career, you will have to work with various supporting documents (contracts, timesheets, etc.). It is a good idea to start learning to work with such documents accurately early. We will remove points for not following these rules or even refuse to accept your exam defense or tasks submitted to us. We will also give zero for not following deadlines or the strict exam timing rules.

10.5 Incomplete Grade

As with late exams, the grade *I* may be awarded only in exceptional circumstances. The student must start a discussion on getting the grade *I* with the instructors in advance and not during the last week before the final exams.

10.6 Academic Honesty

Plagiarism can be defined as “an act or an example of copying or stealing someone else’s words or ideas and appropriating them as one’s own”. The concept of plagiarism applies to all tasks and their components, including program code, comments, documentation, abstracts, reports, graphs, statistical tables, etc.

The following are examples of some common acts of plagiarism:

1. Representing the work of others as their own
2. Using other people’s ideas or phrases without specifying the author
3. Copying code snippets, sentences, phrases, paragraphs or ideas from other people’s works, published or unpublished, without referring to the author
4. Replacing selected words from a passage and using them as your own
5. Copying from any type of multimedia (graphics, audio, video, Internet streams), computer programs, graphs or diagrams from other people’s works without representation of authorship
6. Buying work from a website or from another source and presenting it as your own work

In addition to being unethical, this indicates that the student has not studied the given material. Tasks written from somewhere for 5% or less will be assessed accordingly or will receive a 0 at the discretion of the teacher. If plagiarism is more than 5%, the case will be transferred to the AUCA Disciplinary Committee.

In this course, teamwork is NOT encouraged. The same blocks of code or similar structural pieces in separate submissions will be considered academic dishonesty, and all parties will get zero for the task.

Students are not recommended to memorize lab and project code before exams, as this is a difficult and inefficient way to learn; and since practice exams may consist of open questions designed to test a student's analytical skills, memorization invariably leads to the fact that the answers are inappropriate and of poor quality.