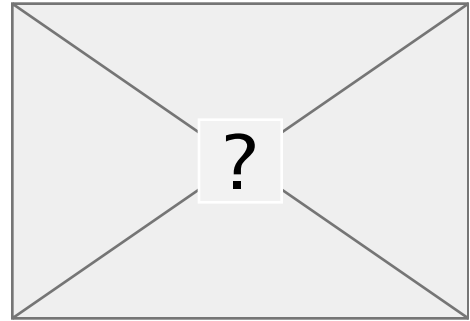


# CS 402: Mobile App Development - Spring 2017



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## Course Description

A project intensive course on mobile development using Android or iOS platforms. Overview of mobile platforms and their characteristics, mobile interface design and best practices using such technologies as GPS, camera, persistence, notifications and others.

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## Objectives

1. Become proficient in the major technologies and paradigms of mobile application development.
2. Develop experience creating real world mobile applications.

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## Requirements

The following items are required for this class:

- Android Studio: <http://developer.android.com/sdk/index.html>
- Gitlab Account: <http://www.gitlab.com>

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## Recommendations

The following are not required but will help in developing mobile applications

- [Free lynda.com Account](#) - Free Boise Public Library card needed (Need Boise mailing address)
- Beginner's Guide: [Android Programming: The Big Nerd Ranch Guide](#)
- Broad Topic Guide: [Android Programming Concepts](#)
- An Android tablet or smartphone
- [Android Developer Account](#) (\$25)

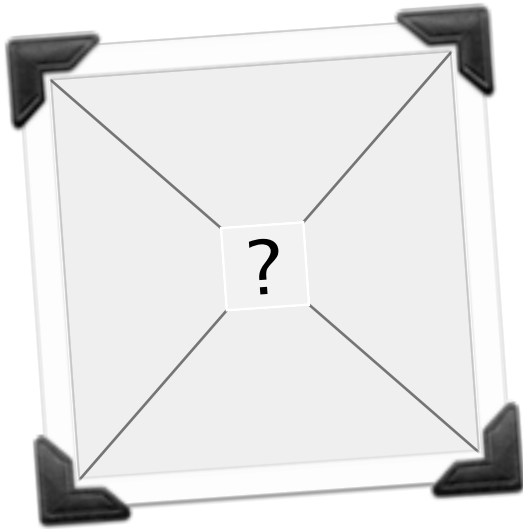
# Schedule

Section	Date	Description	Assignment Due
Platform Basics	Jan. 9	Introduction to the Android platform and Kotlin.	
	Jan. 11	Android platform architecture: Overview, Manifest, Intents and Activities Lifecycle, Strings, Interface layouts	
	Jan. 16	Android platform architecture: Overview, Manifest, Intents and Activities Lifecycle, Strings, Interface layouts	
	Jan. 18	Android and Kotlin	
	Jan. 23	Android and Kotlin	
	Jan. 25	Cancelled	
	Jan. 30	Web Services	
	Feb. 1	Application Architecture, Web Services, JSON	HW #1
	Feb. 6	Cancelled	
	Feb. 8	Second Activity	
	Feb. 13	Architecture, Singletons, Observers	
	Feb. 15	Permissions, Camera	
	Feb. 20	Observer Pattern, EventBus	
	Feb. 22	Locations	
	Feb. 27	Databases on Android	

Section	Date	Description	Assignment Due
	Mar. 1	Databases on Android	
	Mar. 6	Making Money with Android	Homework 2 Project 1
	Mar. 8	Different Topics in Android	
	Mar. 13	Mobile Game Development	
	Mar. 15	Mobile Game Development	
	Mar. 20	Fragments	
	Mar. 22	No Class	
	Mar. 27	Spring Break	
	Mar. 29	Spring Break	
	Apr. 3	Review	
	Apr. 5	Guest presentation	
	Apr. 10	Review	Homework 3
	Apr. 12	Review	Project 2
	Apr. 17	TBD	
	Apr. 19	Marketing, Money, Memories	
	Apr. 24	Project Presentations	
	Apr. 26	Project Presentations	
	May 2	No Class	Final Project (Project 3)

Homework (30%) 10% HW #1  
10% HW #2  
10% HW #3

Projects (70%) 15% Project 1  
20% Project 2  
35% Project 3 (Final)



# About the Instructor

Michael Ziray is a mobile application developer with [Z Studio Labs](#) and has created over 30 mobile applications for iOS and Android smartphones and tablets.

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## Suggested Readings

### Android Programming Getting Started

<http://developer.android.com/training/index.html>

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## Links

### Class Git Repository

Class repository with all assignments, class notes, example code, etc.