# CMPS 312 – Mobile Application Development

## **Syllabus and Course Admin**



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**Qatar University** 



#### **Outline**

- Course introduction
- Grading
- Policies

#### **About the Instructor**

- Dr. Abdelkarim Erradi
  - Office: Office 132 Female Engineering Building
  - Phone: 4403 4254

#### Office hours:

- Sunday 12:10pm to 1:10pm for Female on MS Teams
- Sunday 12:10pm to 1:10pm for Male on MS Teams
- You can talk to me after class if you have quick issues/questions
- Best way to contact me is via MS Teams chat

## **Course Learning Outcomes**

- 1. Design a mobile application based on established design patterns and best practices.
- 2. Design and implement an interactive and effective user interface for a mobile application.
- 3. Practice integrating on-device sensors, local data stores and Cloud services
- 4. Design, implement and test a mobile application using appropriate features, tools and application programming interfaces (APIs) of the mobile development platform.

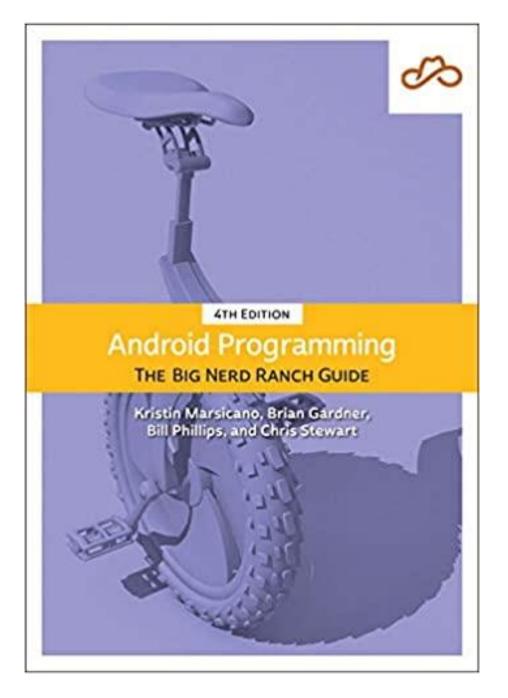
## **Schedule**

Topics	Weeks	Chapters	
Kotlin programming language	2	Online readings	
Android Fundamentals	1	1	
Views and Layouts	1	3, 6, 14, 22	
RecyclerView	1 9		
Navigation 1 Online re		Online readings	
Model-View-ViewModel (MVVM) Architecture	1	4, 19	
Coroutines for asynchronous programming	1	Online readings	
Using Web API	1.5 Online readings		
Data management	1.5	11	
Firebase Cloud Services: Firestore, Cloud Storage & Firebase Authentication  Online readings		Online readings	
Background processing	1	27	
Camera, Google Maps, and Location-aware apps 1		15, 16	
Review & Exams	1		

## Recommended Textbook

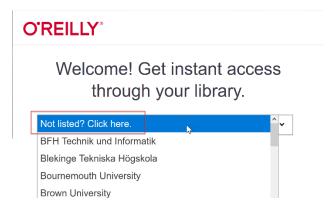
Bill Phillips, Chris
Stewart and
Kristin
Marsicano;
Android
Programming:
The Big Nerd
Ranch Guide, 4<sup>th</sup>
Edition, 2019

Plenty of online resources will be providing



## How to get the textbook online

- Visit <a href="https://www.oreilly.com/library/view/temporary-access">https://www.oreilly.com/library/view/temporary-access</a>
- Select 'Not listed, click here'



- Enter your QU email address to gain access
- Search for the textbook 'Android Programming: The Big Nerd Ranch Guide'
- You will also get an email to set a password for your account

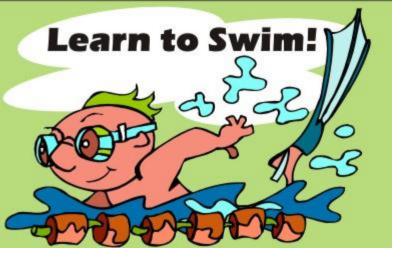
### **Your Grade is Based on:**

Lab assignments	30%	Individual Lab assignments (5 out of 6)
Project	30%	2 Phases (group of 3 students)
Midterm exam	20%	Theory (10%) & Lab Practical (10%)*
Final exam	20%	Theory (10%) - Consult University exam timetable  Lab Practical (10%)* - during the last Lab

Students who get less then 50 marks out of 100 in the Practical Midterm/Final we get their project's grade reduced to half of the group grade

#### How to succeed in this course....

- Do your weekly assigned readings
- Read the slides before you come to the class
- Exercise a lot study as many examples as possible
  - Understand and enhance the examples I provide as well as the ones in the textbook and the ones in the provided resources
- Attend and participate in class
  - Many of the exam questions are from the class explanation
- Do all the assignments and project <u>yourself</u>. Actively contribute to your project.
- □ Seek help when needed and ask questions (and do it EARLY): During Lectures/Labs & Come to office hours











"Gentlemen, I suggest we learn to swim."

We learn swimming by <u>swimming</u> and we learn design and programming by <u>practicing it!</u>

### Software we will use

- Android Studio
   <a href="https://developer.android.com/studio">https://developer.android.com/studio</a>
- GitHub Desktop
- For modeling we will use Visual
   Paradigm

https://ap.visual-paradigm.com/qataruniversity/license.jsp

Other tools will be communicated to you as we go



# GitHub will be used to deliver content, assignments an projects

Check https://github.com/cmps312f20/cmps312-content

regularly!

Lecture slides, Demos and Assignments are there!

Communications will be via MS Teams

## **Important Notes**

- Attendance... QU attendance policies will be enforced
  - Do not miss classes/labs
- Start your assignments and project early!!!
- Students are expected to learn independently as much as needed in order to complete the course requirements
  - Do not expect me to find/fix your code bugs
  - Do not expect me to find and fix your technical issues
  - I can only give you high level suggestions and guidance

## No 'Free Riding' allowed

- 'free riders' (who do not contribute much) => not acceptable and not fair for hardworking students
  - You must actively contribute to your project and do your ultimate best to deliver the best possible results
  - Otherwise you will be asked to do the project alone



## Plagiarism / Cheating

- "Getting an unfair academic advantage"
  - Using other people's work as your own
  - Not doing your assignments yourself
- All the code you submit has to be your own
  - Only exception: Code I have provided or explicitly authorized
  - NO code you have found on the web. NO sharing with others.
- Do your homework and project yourself
  - Do NOT copy from each other or from the Internet I will know it!
  - You can be picked-up randomly to explain your implementation
  - Cheating will be treated very seriously
- Penalties START with a zero on the assignment, failing the course! and other disciplinary actions as per QU policy

#### Communication

Post your technical questions to Piazza

 When emailing me you must add – CMPS 312 to the beginning of the email title

e.g., CMPS 312 – Request for a meeting

But MS Teams chat is preferred

 For guidance on technical issues come to office hours NOT by email

## To do by the end the 1st week

- Create GitHub account and join the course GitHub classroom (see instructions on MS Teams)
- Form a team and setup your team's GitHub repo (see instructions on MS Teams)
- Install the required software: Android Studio & GitHub desktop
- Sign to Piazza, we'll be conducting all class-related discussion @ <a href="http://piazza.com/qu.edu.qa/fall2020/cmps312">http://piazza.com/qu.edu.qa/fall2020/cmps312</a>



I wish you a fruitful and enjoyable journey!