

Mobile Application Development

Course Contents:

1 Introduction of Mobile Development

- Why you might be here
- Cost of Development
- Importance of Mobile Strategies
- Mobile Development today
- Mobile Myths
- Third-Party Frameworks

2 Diving into Mobile: APP or Website

- Mobile Web Presence
- Mobile Applications
- Marketing
- Your App as a Mobile Web App

3 Creating Consumable WEB Services for Mobile Devices

- What is a Web Service?
- Web Service Languages
- Creating an Example Web Service
- Debugging Web Services

4 Mobile User Interface Design

- Effective Use of Screen Real Estate
- Understanding Mobile Application Users
- Understanding Mobile Information Design
- Understanding Mobile Platform
- Using the tools of Mobile Interface Design

5 Mobile Websites

- Choosing a Mobile Web Option
- Adapting Mobile Websites
- Dedicated Mobile Websites
- Mobile Web Apps with HTML5

6 Getting Started with Android

- Why Target Android?
- Who Supports Android?
- Android as Competition to itself
- Getting the Tools You Need
- Connecting to the Google Play
- Android Development Practices
- Building the Derby App in Android

7 Getting started with IOS

- The iPhone Craze

Mobile Application Development

- Getting the Tools You Need
- iOS Project
- Debugging iOS Apps
- Objective-C Basics
- Hello World App
- Building the Derby App in iOS
- Other Useful iOS Things

8 Getting Started with Appcelerator Titanium

- Why use Titanium?
- Who is using Titanium?
- Getting the Tools You need
- Connecting Titanium to the markets
- Building the Derby App in Titanium

9 Getting Started with PhoneGap

- History of PhoneGap
- Why Use PhoneGap?
- Who is using PhoneGap?
- Difference between PhoneGap and HTML5
- Getting the Tools You Need
- PhoneGap Project
- Building the derby App in PhoneGap
- Other Useful Phone Gap Things
- Connecting PhoneGap to the Markets

10 Getting Started with Monotouch and Mono for Android

- The Mono Framework
- Getting the Tools You Need
- Getting to know MonoDevelop
- Mono Project
- Building the Derby App with Mono
- Other Useful MonoTouch/Mono Features