MOBS302 : Mobile & Cross-Platform Services

15 credits

This module explores the current state of the mobile market and the prospects for mobile technology as well as its combined use with cloud technology. The module commences by investigating a range of challenges facing developers of mobile apps, including dealing with the multiplicity of:

- users' devices (tablets, mobile phones etc.)
- framework technologies (Java, Microsoft, Android, iOS)
- communication technologies (Web services, HTTP, and TCP sockets).

The module examines a range of considerations in developing a mobile application including deployment and upgrading, user interface design, performance and memory management as well as connectivity, back-end storage and security. It also includes a case study element, exploration of toolkits for developing applications and the practical development of a mobile application which is subsequently extended to exploit cloud facilities.

Skills Contributions

- ARCH
- PROG
- SINT
- RELM