MASINDE MULIRO UNIVERSITY OF SCIENCE AND TECHNOLOGY FACULTY OF SCIENCE

DEPARTMENT OF COMPUTER SCIENCE

COURSE CODE: CSC 465E

COURSE TITLE: Mobile Application Programming

Purpose:

> To appreciate Mobile Application Programming paradigms

> To understand Mobile computing environments

Objectives:

At the end of this course, the student should be able to:

- ❖ Write programs using J2ME
- ❖ Write programs using Android platform.

Content:

Lesson #1: Overview of Mobile Computing

Phones as Computers, Intro to W3C Standards, Device Recognition,

Lesson #2: Mobile Development Environments

Mobile Web Design Tools and Certifications, Dynamic Content: RSS and Advertisements, Widgets & AJAX, FlashLite and ActionScript,

Lesson #3: Programming with Python

Introduction to Mobile: Python or J2ME. Python for Advanced Application Development, JMEn for Android Application Development;

Lesson #4: Programming with J2ME

Introduction to JAVA and MIDP2.0, MIDP for User Interface Prototyping,

Lesson #5: Mobile Web Service Deployment via SMS;

Lesson #6: Android Programming Environment

The language of choice is Python and J2ME programming language.

TEACHING AND LEARNING METHODOLOGIES

- Lectures
- Class/ Group Discussions
- Questions
- Group Assignments/ Projects
- Boot Camps and Workshops

Assessment:

- Continuous Assessment Test -----20 %
- A mini project /Assignments ----- 20 %
- Written / main Exam.---- 60 %

REFERENCES:

- 1) Lecture notes: by Omieno Kelvin.
- 2) Any other relevant materials from the Internet

Course DESCRIPTION:

Phones as Computers, Intro to W3C Standards, Device Recognition, Mobile Web Design Tools and Certifications, Dynamic Content: RSS and Advertisements, Widgets & AJAX, FlashLite and ActionScript, Introduction to Mobile Python, Python for Advanced Application Development, Python for Advanced Application Development (2), Introduction to JAVA and MIDP2.0, MIDP for User Interface Prototyping, Mobile Web Service Deployment via SMS

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