19_SU_FT_CPS_499_01/Z2 › ➡ 📖 Syllabus

Syllabus

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> **Course Description**

Creative Mobile Apps

Introductory on-line course for developing apps for the Android family of portable devices (e.g., phones and tablets).

Lessons and Assignments

Course is taught through a series of self-paced lessons posted throughout the first part of the semester (i.e., prior to the last month). Following each lesson, an app assignment is posted.

Final Project Proposal

Prior to the last month of the semester, each student is required to submit, via e-mail, a proposal for his/her final project. As each final project should be unique, a spreadsheet is posted that is accessible by the entire class. Once each proposal is accepted, the student name, app title and description are added to the spreadsheet on a first-come-first-served basis. This helps avoid duplicate submissions (which would be rejected).

Final Project

During the last month of the semester, each student works to develop his/her final project. All completed final projects are due on Friday, August 9, 2019.

> **Course Textbook**

Android Boot Camp for Developers using Java: A Guide to Creating Your First Android Apps, Third Edition
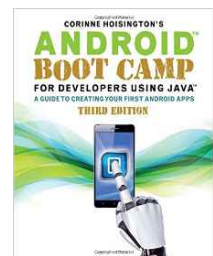
Hoisington, Corinne

Publisher: Cengage Learning

Copyright year: © 2015

Pages: 736

ISBN-10 1305857992, ISBN-13 978-1305857995

On-Line Text (at www.vitalsource.com)

Course Software

Course Software

Java SDK (JDK) 8: Download/install prior to Android Studio.

Android Studio: Download/install this after the JDK.

Installation instructions

Stuff You Should Know

The required knowledge for the course is the Java programming language; specifically:

- Java Basics:
    - Fundamental data types
    - Conditional statements
    - Repetition statements
    - Method definition
    - Arrays & ArrayLists
- Object-Oriented Programming in Java:
    - Encapsulation (object class definition)
    - Inheritance (object class extension)
    - Polymorphism (interface definition)

Grading

- **Assignments 80%**
- **Final Project 20%**

Assignment and Final Project Submissions

Assignment and Final Project Submissions

- All assignments, as well as the final project, are due by the specified data and time.
- 5 points (out of 100) are deducted for each day that the assignment is late.
- Extensions without penalty are granted if you are ill or have other personal emergencies, assuming the proper documents are presented. Job interviews and business travel are *not* acceptable excuses, as you need to factor these in before taking the class.

Academic Honesty

Academic Honesty

IMPORTANT! Carefully read these policies, as they will be adhered to for any and all required work! It must be clearly understood that each time you agree to the UD Honor Pledge, you are also agreeing to the Departmental Policies on Academic Dishonesty as well as my rules on Academic Honesty.

Carefully read the Departmental Policies on Academic Dishonesty of the Department of Computer Science.

In classes that I teach, rules regarding academic honesty are simple, and are to be followed without exception:

- Unless specifically stated otherwise, assignments are to be completed individually. You are encouraged to discuss the understanding of a particular issue or class material with fellow students, but code and solutions have to be your own effort.

- If you collaborate on an assignment *and indicate all group members that worked on the assignment*:
  - If the assignment is a team project, and the team members have been identified ahead of time (e.g., when the project proposal is submitted), everybody will receive the points for that problem. For example, if 4 students work on a programming

problem worth 100 points, each student receives 100 points, assuming the solution is correct.
  - If the assignment is not a team project, but the team members are identified (e.g., when the project is turned in), everybody will share the points for that problem. For example, if 4 students work on a programming problem worth 100 points, each student receives 25 points, assuming the solution is correct.

- If you collaborate and do not indicate so, each student involved will receive zero points. If this action is repeated, each student will receive a grade of **F** for the course.

- If you take another student's work without permission and submit it as your own, either with or without alterations, you will receive zero points for the assignment. If this action is repeated, you will receive a grade of **F** for the course.

- If you copy material from text books, journal articles, manuals, etc., you **must** give proper credit to the source to avoid suspicion of plagiarism. (Standard references such as mathematical tables or dictionaries used to check spelling clearly do not have to be referenced explicitly.)

Note: If you store files on the hard drive of a public-access computer, either in computer labs or in a computer classroom, make sure you delete these files once you copy them to external media (network drive and/or USB flash drive). You may get reprimanded for facilitating cheating if you do not follow this rule.

Course Outline

Course Outline (*italicized chapters are optional and will not be covered in course lessons*)

1. Voilà! Meet the Android (Android Boot Camp; Chapter 1)

2. Simplify! The Android User Interface (Android Boot Camp; Chapter 2)

3. Engage! Android User Input, Variables, and Operations (Android Boot Camp; Chapter 3)

   Java References:

     - References > The Java Tutorials (on-line text) > Java Classes and Objects
     - References > The Java Tutorials (on-line text) > Interfaces and Inheritance in Java

4. Explore! Icons and Decision-Making Controls (Android Boot Camp; Chapter 4)

   Java References:

- References > The Java Tutorials (on-line text) > Java Language Basics > The if-then and if-then-else Statements
- References > The Java Tutorials (on-line text) > Java Language Basics > The switch Statement
- References > The Java Tutorials (on-line text) > Interfaces and Inheritance in Java

5. Investigate! Android Lists, Arrays, and Web Browsers (Android Boot Camp; Chapter 5)

   Java References:

   - References > The Java Tutorials (on-line text) > Java Arrays
   - References > The Java Tutorials (on-line text) > The List Interface

6. Jam! Implementing Audio in Android Apps (Android Boot Camp; Chapter 6)

7. *Reveal! Displaying Pictures in a GridView (Android Boot Camp; Chapter 7)*

8. Design! Using a DatePicker on a Tablet (Android Boot Camp; Chapter 8; lesson will also cover responsive design)

9. *Customize! Navigating with a Master/Detail Flow Activity on a Tablet (Android Boot Camp; Chapter 9)*

10. *Move! Creating Animation (Android Boot Camp; Chapter 10)*

11. Discover! Persistent Data (Android Boot Camp; Chapter 11)

12. *Finale! Publishing Your Android App (Android Boot Camp; Chapter 12)*

Thu, 15 Aug 2019 00:12:24 EDT

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