Mobile Programming

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Syllabus (before mid test)

- Introduction

- Activity life-cycle

- User Interface Design

- Form Elements & event handler

- Structure & design Apps menu

- Widget apps concept

- Resource & services

Syllabus (After mid test)

- Database connection
- Database connection with model data
- Mobile Web
- GPS, Location & Map
- Graphics animation & Multimedia
- XML & Web Service
- Project Presentation

About this course

- Prerequisite : OOP
- Grades:

Attendance 5%	Mid Test : 30%
HW/Quiz/Lab : 30%	Final Test : 35%

About this course

- Goal:

   "Students are expected to understand concept of Mobile Application Development"

- How?:

   – Attending the course

   – doing the assignments

   – asking questions

   – self practicing

Cheating Policy

Cheating in the context of this course is generally, but not limited to:

- Sharing and copying of code from other students or the Internet without mention the source.

- Any code making up your solution should be written and understood by you.

- Small quantities of template code will at times be provided by the instructor. You can use this code in submissions but should still be able to fully explain the function of all template code you use.

- Refer to but do not copy code from the examples given in class.

End

Question?