New course description

This course will cover mobile application development for the Android operating system using Android Studio. Basic programming knowledge is assumed, as the majority of the course (assignments, final project) will involve hands-on coding of mobile apps in Java/Kotlin programming languages. Setting up and using Android Studio IDE and basic version control (git) will be covered in the introduction along with Android OS. Students will learn how to design and develop applications to account for the limited screen size and memory of mobile devices. Other topics to be covered include networking, streaming, sensors (camera, GPS, gyroscope, etc), Google Maps), 2D graphics, and mobile app specific software engineering patterns. The course concludes with monetization (ads, in-app purchases, etc) and app store optimization strategies. The goal is for each student to develop and release an app by the end of the course as a final project worth 25%. For the final project, students are free to develop using their preferred platform/language (iOS using Swift, or multi-platform such as Unity or React), and are not restricted to Android.

Previous course description:

This course is designed to guide the student in how to develop a well thought out, robust App specifically for an iOS device (Apple). The foundation of how to develop a professional app will be taught. This course covers two sections: Section One (Development) covers areas such as: Design, Business/Economics, Monetizing an app, target users, native apps vs web apps. Section Two (Programming) teaches the objective C language, the MVC programming design pattern that is essential for a robust well programmed app. The goal of this course is to create an extremely strong foundation in the essentials that create great apps.