CSC-455: Mobile Application Development

General Information

Course Number	CSC-455					
Credit Hours	3+1 (Theory Credit Hour = 3, Lab Credit Hours = 1)					
Prerequisite	None					
Course Coordinator	Not Specified					

Course Objectives

This course is a fundamental base for knowledge about mobile computing and application development platforms. The knowledge of algorithm design and programming gained in programming courses with continued emphasis on the logic underlying the transition from specification to program. Particular attention is paid to issues arising in the implementation of mobile applications: specifically, for android using databases and offline storage and web based services using object-oriented programming techniques.

Catalog Description

CSC 455

		3. Explicit Intent	
		a. Creating apps with multiple activities	
		4. Implicit Intent	
		a. Camera	
		b. Media player	
		5. Working with Intent Filter	
		1. Understanding the state preferences	
		2. Understanding state of an application, How to	
		maintain it, and how to restore it.	
		3. Create app based state preferences	Book Chapter (7) and
12-15	05	4. Create activity based shared preferences	Lecture Notes
		5. Adding Menu Bars	
		a. Context Menu b. Menu with icons	
		First Mid Term Exam	
		1. Working with File storage	
		2. Reading / Writing files	
16-18	06	Reading files from Raw and Online	Book Chapter (15) and
10-16	00	4. Lists and other widgets	Lecture Notes
		Working with Android Built In Database	
		(SQLite)	
		1. Working with Fragments	
		2. Creating swipe functionality along with	
		fragments	
19-21	07	3. Fragments using menu	Book Chapter (7, 8) and
19-21	07	a. Static Fragments	Lecture Notes
		b. Dynamic Fragments	
		4. Android Text to Speech	
		5. Android Speech to text	
		Working with Background Tasks	
		2. Using services	Book Chapter (5) and
22-24	08	3. Bind service	Lecture Notes
		4. Threads, AssyncTask and Handlers	
		Broadcast receivers	
		2. Working with UI Notifications	Book Chapter (11) and
25-27	09	3. Static and dynamic broadcast receivers	Lecture Notes
		4. Working with IPC using broadcast in services	Lecture Protes
		Content Providers	
28-30	10	2. Reading Content Providers	Book Chapter (09) and
20 30	10	3. Creating Content Provider	Lecture Notes
-		Second Mid Term Exam	
		Working with Network based apps	
31-33	11	2. JSON and XML parsing	Book Chapter (05, 09) and
31 33	11	3. MAPs and GeoCoding	Lecture Notes
		Introducing Sensors	
		2. Working with accelerometer, gyroscope, light	
	12	and proximity sensors	Book Chapter (8) and
34-36		3. Working with SMS and Telephony	Lecture Notes
		4. Introducing 2D Graphics	Lecture rioles
		4. Introducing 2D Grapmes 5. Exercises	
			Dools Charter (O) and
37-39	13	a. Importance	Book Chapter (9) and
		2. Introduction to Dart	Lecture Notes
		a. Writing dart code	1

	3. Installation flutter framework + Android Studio								
	or VS Code								
	4. Creating new project								
	5. Setting up virtual device								
		6. Hello World Flutter							
		7. Introduction to Flutter Widgets							
	=	8. Material App							
	1. Widget								
	a. Scaffold Widget								
	b. Image Widget								
	c. Container Widget								
	d. Icon Widget								
	e. Column and Row Widget								
	f. Card Widget								
	g. Buttons								
	i. Floatting app button	Dools Chanton (12) and							
40-42	ii. Raised button	Book Chapter (12) and Lecture Notes							
	iii. Dropdown Button	Lecture Notes							
	iv. Outline button								
	v. Button bar								
	vi. Popup button								
	h. Inputs								
	i. Checkboxes								
	j. Radio buttons								
	k. Slider								
	2. Layouts								
	1. Dialogs								
	2. Introduction to JSON	D 100 (10)							
43-45	3. Introduction to Firebase Database	Book Chapter (19) and							
	a. Firebase Authentication	Lecture Notes							
	b. Configuring Application								
	4. Hotel Reservation Project (Assignment)								
	Final Exams								

Text Book

1. Professional Android 4 Application Development by Reto Meier

Reference Material

- 1. Instructor's notes
- 2. Head First To Android Development (by Orie'lly)

Course Learning Outcomes

Cour	Course Learning Outcomes (CLO)
1	Design and develop Android device-specific, native applications and cross platform
2	Describe the components and structure of a mobile development framework (Google's Android Studio)
3	Integrate database and server-side technologies to provide complete mobile development solutions
4	Analyze the working of android code.

CLO-SO Map

		SO IDs										
CLO ID	GA1	GA2	GA3	GA4	GA5	GA6	GA7	GA8	GA9	GA10	GA11	GA12
CLO 1	0	0	1	0	0	0	0	0	0	0	0	0
CLO 2	1	0	0	0	0	0	0	0	0	0	0	0
CLO 3	0	0	1	0	0	0	0	0	0	0	0	0
CLO4	0	0	0	1	0	0	0	0	0	0	0	0

Approvals

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Approved By	Not Specified
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