



Mobile Programming

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- Course Name: **Mobile Programming**
- Course Code: **PRM391**
- No of credits: **3**
- Degree Level: **Bachelor**
- Time Allocation
 - Class hours : **30 slots** of 1.5 hour
 - Home study : **60 slots**

- Students must **attend more than 80%** of contact sessions in order to be accepted to the final examination.
- Student is responsible to do **all assigned exercises** given by instructor **in class or at home** and **submit on time**.
- Use laptop in class only for learning purpose.
- Promptly access to the FPTU CT LMS at <http://lmscantho.fpt.edu.vn> for up-to-date course information.
- Only submissions are **allowed through LMS**, any other submission will **get 0 points**.
- Attendance will be conducted after start time about **10 minutes**.
- Late submission will be **deducted 50%** of total points.
- Any forms of **cheating** will **get 0 point**.

■ Main books/resources:

- Mobile Programming Coursebook, FPT Software, 2012 (main textbook)
- FPTU slides
- See more in the Syllabus

■ Tools:

- Android Studio
- ...

- On-going Assessment: 60%
 - 03 Progress tests : 15%
 - 5% for 1 test, 25'/25 questions
 - 01 Practical Exam : 5%
 - 01 Project : 40 %
- Final exam: 40%
- Final Result: 100%

Completion Criteria:

1. Every on-going assessment component > 0
2. Final Exam Score ≥ 4 & Final Result ≥ 5

- Guided Learning.
- Researcher – Mentor

- Using Zalo/Facebook/Discord app.
- All subject-related discussions and announcements will be discussed here.

- 1. understand basic knowledge of mobile programming
- 2. get some experienced with all common controls of Android
- 3. understand basic knowledge of Android programming which help student can self study further more easily
- 4. understanding basic knowledge of HTML5 programming
- 5. get some experienced with developing Hybrid mobile application using HTML5

Reading and Research

- Read the text book to get the general concept
- Research the reference, study, collection from anywhere else (internet, your classmate, forum ...)

Attend lectures

- Listens, understand, then make your own notes
- Give your explanation about some topic in lectures
- Ask questions
- Give some examples that are not existed in your book
- Practice all the exercises, demo to make your sense

After classes

- Discuss your classmate in directly, on forum or outside class
- Analyze, design and implement workshops and assignment. **Write reports** to your notebook.
- Build your teams in yourselves to support together in studying

- FPTU slides
- MS.c Quach Luyl Da 's PRM391 Slides