Faculty of Engineering and Computing

A203CDE Cross-platform Application Development with C#

Module Guide 2019/20

This Guide should be read in conjunction with the Module Information Descriptor (MID)

The schedule is intended as a guide only and is subject to possible change

Module leader:	Classes:	CU Online facilities used	
Leon Smalov, Dr	Tuesday, 4PM - 6PM	CU Online contents	YES
email: Leonid.Smalov @	Room: WM305	Provide lecture notes	YES
Coventry.ac.uk		Results/marks	YES
		CU Online discussion	No No
Room: LIW		CU Online mail Other:	No
Other lecturers: N/A		Other:	

Assessment	Indicative time (hrs)	Weighting (% of Mm)	Hand out date	Submission date
Practical Application Development	1	100%	19/11/19	19/11/19

Pass requirements

To pass this module you must achieve a module mark of at least 40%.

Module Evaluation

You may be asked to complete a module questionnaire giving your views on how the module has gone. Please answer as honestly, thoughtfully and fully as you can. The results will be used to guide the future development of the module and help fellow students.

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Indicative Teaching Schedule

Topic		
Introduction to the module		
Getting Started with Universal Windows Platform (UWP)		
Understanding the Navigation Model		
Programming Page Controls and Page Transitions Animations		
Understanding the Hub App Template Overview and Navigation		
Understanding Data Binding, Data Sources and Data Contexts		
Localization and Globalization in Windows Runtime Apps		
Background Tasks and Multitasking		
19/11/19 Assessment submission and Demonstration		
26/11/19 Assessment Demonstration and Feedback		

Essential Text

None

Recommended Reading

Microsoft Virtual Academy:

Assignments

The module is 100% coursework

1. Practical Application Development

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