

# BLM3520, Introduction Mobile Programming

Assoc. Prof. M. Amaç GÜVENSAN

**Lecture Hours:** Monday 09:00 - 11:50

**Classroom:** D-109

**Main Material:** <http://developer.android.com>

**Textbook:** Bill Phillips, Brian Hardy, "Android Programming: The Big Nerd Ranch Guides", 3<sup>rd</sup> Edition

## Tentative Schedule:

1. An Overview of Mobile Computing and Mobile Devices (19.02.2024)
2. Mobile Operating Systems and Mobile Application Programming Languages (26.02.2024)
3. Application Development Tools/Environments and Android Architecture (04.03.2024)
4. Application Lifecycle, Activities, Intents, and Layouts (11.03.2024)
5. User Interface Components, Widgets and Interacting with other Apps (18.03.2024)
6. Data Management on Smartphones (25.03.2024)
7. Sensors on Smartphones and Sensor Data Collection (01.04.2024)
8. **Holiday** (08.04.2024)
9. **Midterm** (15.04.2024)
10. Broadcast Receivers and Notifications (22.04.2024)
11. Background Tasks (29.04.2024)
12. Location-based Services (06.05.2024)
13. Maps (13.05.2024)
14. App Stores and Their Regulations (20.05.2024)

GRADING (could be revised +/- 5)				
	Midterms	Homework	Semester Project	Final
Number	1	3	1	1
Impact	15%	20%	25%	40%