

Namal College, Mianwali



Module Type: Standard (Elective)

An Associate College of the University of Bradford, UK

Module Title: Mobile Application Development Offered to: BSc (CS)

Module Code: COS7025-B

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Stage/Level: 3/7 Semester: 1 (Fall 2018)

Module Description	The module is an elective (masters level course at UoB), and the title is self-explanatory. Besides theory, the focus shall be on hands-on development. After an initial overview of app development technologies, native Android development will be the target throughout the module. The tentative module contents are listed below. Further details can be found at University of Bradford <u>link</u> .			
Aims &				
Objectives	To provide a co-ordinated and consistent coverage of theory, design and development to create and deliver contents on mobile devices such as smart phones and tablets etc.			
Pre-requisite	 To get most out of this module, you must be having: Very good foundations in Java programming, plus understanding of multithreading concepts Basic understanding of XML A keen eye, critically observing and analyzing designs of common Android apps you use on daily basis 			
Textbooks	 UoB has designated following book as a textbook: Android Programming: The Big Nerd Ranch Guide, by Bill Phillips, Chris Stewart, Brian Hardy and Kristin Marsicano In our offering, however, besides above text, we'll mostly resort to: 			
References	The Busy Coder's Guide to Android Development (version 8.13) by			
References	Mark L. Murphy			
	 Android 6 for Programmers: An App Driven Approach by Paul J. Deitel, Harvey M. Deitel Android Development Patterns: Best Practices for Professional Developers by Phil Duston Material Design Guidelines: https://material.io/guideline/ 			
Programming	IDEs: Android Studio			
Environment	Frameworks/APIs: Android SDK			
	Platforms: JVM, Windows, Linux			
Assessment Tools	• Summative:			
	○ Coursework (Project) – 100%			

Tentative Delivery Schedule

Week		Lecture distribution	Lab distribution
1	-	Introduction and challenges of software development for mobile devices Mobile application development landscape: Native, Hybrid, Web apps	 Installation, emulator setup, troubleshooting First basic app Project Assignment
3		Overview of Android platform; Building blocks of Android application Introduction to Activities, Activity lifecycle Introduction to Intents More on Intents: explicit/implicit intents, intent filters Developing UI in Android: basic Views and Layouts	 Building with Gradle Brief intro to XML, Manifest, Resources, Apps with basic Views Apps with multiple Activities Use of different views and layouts
4	-	More on Views and Layouts; Constraint layout Material design guidelines	Finalize App ideas/proposalsApps with multiple ActivitiesBasic debugging, using LogCat
5	-	Introduction to Fragments; Dialogs and Dialog Fragments Testing Android Apps; introduction to local/instrumented testing	 Supporting multiple screens Due: Proposal + UI Mockups
6, 7	-	Data storage: Internal vs. external storage Shared preferences, database APIs (using SQLite) Using Room Persistence Library	- Relevant exercises
8	-	Lists and Adapters More on Testing: UI testing with Espresso	- Relevant exercises
9, 10	-	Basics of Android Concurrency; using AsyncTask Network access and consuming web data; using WebView More on Android Concurrency; using Loopers and Handlers	Relevant exercisesProgress presentation
11	-	Location based services; using Google Maps APIs	- Relevant exercises
12, 13	- - -	Using backend cloud services; introduction to Firebase Broadcast Receivers Defining background services; using IntentService Basic Animations; property/view animations Introduction to Android Sensor Framework* Android Animations*	Relevant exercisesProject Submission
14, 15	_	Project demo and final presentations	

^{*} May be skipped