

OSTIM TECHNICAL UNIVERSITY COMPUTER ENGINEERING

COURSE SYLLABUS FORM 2020-2021

Mobile Application Development								
Course Name	Course Code	Term	Hour	Practice	Lab	Credit	ECTS	
Mobile Application Development	CENG 403	7	3	0	0	3	4	

Language of the Course	English
Type of Course	Compulsory
Course Level	Undergraduate
Method of Teaching	Face-to-face, online
Instructor	
Course Learning and Teaching Techniques	Lecture, Homework, Project

Purpose of the Course

The aim of this course is to explain the general logic of mobile platforms to the participants and to develop applications for the Android platform.

Learning Outcomes

Students who successfully complete this course;

- Can develop an application from the beginning to the end on the Android platform using java.
- Learns how to develop applications on devices with mobile operating systems,
- Knows how to design and code a solution corresponding to a problem on mobile devices.
- It can manage messaging with HTTP and can prepare applications that can work integrated with web services in Java Application Servers.

Course Content

The course introduces the participants to the software development processes of today's frequently used mobile devices. Mobile software development methodologies and programming principles are explained. It offers participants the opportunity to design, develop and implement a mobile application. Participants also learn how to debug applications for the Android platform.

	Weekly Plan and Related Preparation Studies					
Week	Subjects					
1	Introduction to Mobile Computing					
2	Android Development Environment					
3	Generic UI Development					
4	Multichannel and Multimodial UIs					
5	Intents and Services					
6	Storing and Retrieving Data					

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7	Communications via Network and the Web
8	Midterm
9	Notifications and Alarms
10	Graphics and UI Performance
11	Android Multimedia
12	Mobility and Location Based Services
13	Packaging and Deploying
14	Performance Best Practices
15	Security & Testing
16	Applications

Resources (Textbook and supplementary book)

- 1. Android Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides); Phillips, Bill; Stewart, Chris and Marsicano, Kristin 2021; Amazon
- 2. Head First Android Development: A Brain-Friendly Guide; Dawn Griffiths; 2017; O'Reilly UK Ltd.; 2nd editioni

Evaluation System					
Studies	Number	Contribution			
Attendence					
Lab					
Application					
Field Study					
Course Specific Internship (if applicable)					
Quizzes/Studio/Critical					
Homework	4	% 20			
Presentation					
Projects	1	% 50			
Report					
Seminar					
Midterm Exams/Midterm Jury	1	% 30			
General Exam/Final Jury					
	Total	% 100			
Contribution of Mid-Semester Studies to Success Grade		% 40			
Contribution of End of Semester Studies to Success Grade		% 60			
	Total	% 100			

Course Category				
Basic Vocational Courses				
Specialization/Field Courses	х			
Support Lessons				
Communication and Management Skills Lessons				
Transferable Skills Lessons				

	Course Learning Outcomes and Program Qualifications						
Na	Program Qualifications / Outcomes		Contribution Level				
No			2	3	4	5	
1	Ability to apply knowledge of mathematics, science, and engineering				х		
2	Analyzing a problem with the eye of a mobile application and						
2	producing a solution						



3	Ability to design a mobile system, component and process according to specified requirements.		x	
4	Ability to work in teams in interdisciplinary areas.		х	
5	Ability to identify, formulate and solve engineering problems.		х	

ECTS/Workload Table						
Activities	Count	Duration (Hours)	Total Workload			
Lesson hours (Including the exam week: 16 x total lesson hours)	16	3	48			
Lab						
Application						
Course Specific Internship						
Field Study						
Out of Class Study Time						
Presentation/Seminar Preparation						
Projects	1	20	25			
Reports						
Homeworks	3	5	15			
Quizzes/Studio Critic						
Preparation Time for Midterm Exams/Midterm Jury	1	20	20			
Preparation Time for the General Exam/General Jury						
Total Workload	ECTS 108/2	25 = 4,32)	108			