

Dakota County Technical College

ISTC 2330: Cross-Platform Mobile Application Development

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 2

Lab Hours/Week: 1

OJT Hours/Week: *.*

Prerequisites:
None

Corequisites: None

MnTC Goals: None

This course is designed to introduce students to the concepts of cross-platform application development and to get them started in developing mobile applications. Participants will build mobile applications while learning what makes mobile applications different from desktop applications. All prerequisites must be met to take this course, or have an instructor approval. Prerequisite: ISTC1510 Web Programming I

B. COURSE EFFECTIVE DATES: 08/22/2011 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. understand the differences between mobile development, browser development and desktop development
2. understand device differences
3. understand platform differences
4. understand native development vs. cross-compiling
5. set up a development environment
6. use Geolocation
7. use a device accelerometer
8. use device emulators
9. use device databases
10. working with user gestures
11. using user locales
12. multimedia on mobile
13. work with the device calendar
14. work with device contacts

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted