

Bemidji State University

CS 3370: Mobile Application Development

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

A study of development techniques to address issues that arise in the development of interactive applications for mobile devices using a popular mobile application development platforms such as the iPhone and Android SDKs. Examines the specific requirements for mobile systems. Emphasizes how the requirements in mobile application development link to other core areas in computing. May not be offered every year. Prerequisites: CS 2270 and (CS 2321 or CS 3270).

B. COURSE EFFECTIVE DATES: 01/14/2013 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Develop interactive application for Android mobile devices using the Android SDK in Eclipse
2. Requirements for mobile systems and how the requirements in mobile application development link to other core areas in computing

D. LEARNING OUTCOMES (General)

1. Demonstrate understanding of performance issues
2. Demonstrate understanding of usability issues
3. Demonstrate understanding of application portability
4. Develop mobile application

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted