

<b>Course Name</b>	<b>Mobile Application Development</b>	<b>Course Code</b>	<b>COMP 510</b>			
<b>Credit Hours</b>	3	<b>Contact Hours</b>	<b>Theory</b>	<b>Lab</b>	<b>Total</b>	
			2	2	4	
<b>Offered as</b>	<input type="checkbox"/> University Requirement <input checked="" type="checkbox"/> College Requirement <input type="checkbox"/> Program Requirement <input type="checkbox"/> Core <input checked="" type="checkbox"/> Elective <input type="checkbox"/> ITEC <input checked="" type="checkbox"/> COMP <input type="checkbox"/> CNET					
<b>Level</b>	10	<b>Prerequisite</b>	NIL			
<b>Course Description:</b> This course aims to provide the fundamental concepts and techniques to develop applications for variety of mobile devices. It also discusses the mechanism for designing user interfaces and building web services to implement mobile apps to solve real-world problems and enterprise problems for the most popular devices include Android and IOS.						
<b>Upon completion, the student will be able to:</b> <ul style="list-style-type: none"> <li>◆ Describe the needs and goals of mobile apps development for the various mobile devices.</li> <li>◆ Illustrate the fundamental concepts and techniques required to differentiate the actual web applications and mobile web apps.</li> <li>◆ Show the significant features of different UI controls and layout principles for the most popular mobile devices.</li> <li>◆ Demonstrate the various methodologies to develop apps for Android mobile devices.</li> <li>◆ Explain a real-world web apps example in terms of utilizing the UI and web services.</li> </ul>						
<b>Grading</b>	<input checked="" type="checkbox"/> Exam 1	10%	<input type="checkbox"/> Exam 2		<input checked="" type="checkbox"/> Assignment(s)	10%
	<input checked="" type="checkbox"/> Final	40%	<input checked="" type="checkbox"/> Lab	20%	<input checked="" type="checkbox"/> Mini Project	20%
<b>Text Book:</b> <ul style="list-style-type: none"> <li>◆ Jeff McWherter and Scott Gowell, Professional Mobile Application Development, Wrox, Wiley, 2012. ISBN-978-1-118-20390-3</li> </ul>						
<b>References:</b> <ul style="list-style-type: none"> <li>◆ The Everything Guide to Mobile Apps: A Practical Guide to Affordable Mobile App Development for Your Business, Peggy Anne Salz, Jennifer Moranz, Adams Media (March 18, 2013), ISBN-10: 1440555338,</li> <li>◆ Beginning iOS 6 Development: Exploring the iOS SDK, David Mark, Jack Nutting, Jeff LaMarche, Fredrik Olsson, Apress (2013), ISBN 978-1430245124</li> <li>◆ Beginning Android Application Development, Wrox, by Wei-Meng Lee; April 2011, ISBN: 978-1-1180-1711-1.</li> </ul>						