

<b>Course title</b>	<b>Code</b>	<b>semester</b>	<b>T+U</b>	<b>credit</b>	<b>ECTS</b>
Mobile Application Development 2		4	3+0	3	6
<b>Prerequisite Courses</b>	None				
<b>Language of the Course</b>	English				
<b>Course Level</b>	Undergraduate				
<b>Type of Course</b>	Optional				
<b>Course Coordinator</b>					
<b>Instructors</b>					
<b>Course Assistants</b>					
<b>The aim of lesson</b>	The aim of this course is to provide the necessary knowledge and skills for mobile application development.				
<b>Course Content</b>	The course provides hands-on training on mobile platforms, operating systems, interfaces, map and location-based applications, data storage, background services, use of telephone and short message services, and sensors. Android operating system is used as mobile application development and testing environment.				
<b>Course Learning Outcomes</b>	<p>Students who successfully complete this course;</p> <p>1- Will be able to explain the importance of speed optimization, effective small screen and mobile data connection and the points to be considered while designing mobile.</p> <p>2- Will be able to explain the differences between different mobile platforms and operating systems.</p> <p>3- Will be able to create interactive interfaces for mobile devices.</p> <p>4- Will be able to design and develop database applications on mobile platforms.</p> <p>5- Will be able to develop map and location based applications for mobile devices.</p> <p>6- Will be able to develop applications using phone call and short message services.</p> <p>7- Will be able to develop applications using sensors in mobile devices.</p>				
<b>Weeks</b>	<b>Topics</b>				
one	Introduction to Android Platform, Android Development Environment				
2	Implementation Policies, Activity Class				
3	Intent Class, Permissions				
4	Partition Class, User Interface Classes				
5	User Notifications, Broadcast Receiver				
6	Threads, Async Tasks and handlers				
7	Alarms				
8	networking				
9	Graphics and Animation, Touch and gestures				
10	Graphics and Animation, Touch and gestures				
11th	multimedia, sensors				
12	Location and Maps				
13	Data Management				
14	Content Provider Class				
15	Service Class				
<b>General Competencies</b>					
To gain the necessary knowledge and skills for mobile application development.					
<b>resources</b>					
D. Walter, M. Sherman, "Learning MIT app inventor: A hands-on guide to building your own android apps", 2014, Pearson Education, ISBN-13: 978-0133798630					

B. Ayan, “Developing mobile applications with Appinventor”, 2018, Abaküs Publishing House, ISBN: 9786059129329

**Evaluation System**

The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.

WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
<b>LO1</b>	4	5	5	5	4	4	4	5	5	4	4
<b>LO2</b>	4	4	4	4	4	3	3	3	5	4	5
<b>LO3</b>	4	5	5	4	5	3	3	3	3	3	3
<b>LO4</b>	4	5	5	3	5	4	3	3	3	3	3
<b>LO5</b>	4	3	5	4	5	3	3	3	3	3	5
<b>LO6</b>	4	3	5	3	5	4	3	3	3	3	5
<b>LO7</b>	4	3	5	4	5	3	3	3	3	3	5
<b>LO: Learning Outcomes OP: Program Outcomes</b>											
<b>Contribution Level</b>	<b>1 Very Low</b>		<b>2 Low</b>		<b>3 Medium</b>		<b>4 High</b>		<b>5 Very High</b>		

**Relation of Program Outcomes and Related Course**

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
<b>Mobile Application Development</b>	4	4	5	4	5	3	4	4	3	4	4

