

CIT 1701: Advanced Mobile Application Design & Development

Instructor Information



Instructor: Doctor Tai Cleveland
Office: Online
Office Hours: Upon request to meet online- Skype or Zoom
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Note: The best way to reach me is by email or text message. I will respond to your inquiries within 24 hours on weekdays and 48 hours on weekends. You may email to set up a face-to-face visit at my office or Blackboard Collaborate session.

Course Description

Development and production of functional mobile apps for iPhone, iPad, and iPod Touch devices, including aspects of design through which an app is made more easily usable.

Course Goals and Objectives

Student will learn about the Produce apps for iOS platform devices (iPhone/iPad/iPod Touch) - Gain a basic understanding of computer architecture and object-oriented programming - Develop a working knowledge of Apple's Xcode app development tool - Understand mobile design principles - Identify need and opportunity in app markets

Textbook & Materials

https://www.tutorialspoint.com/mobile_development_tutorials.htm

<https://www.theserverside.com/tutorial/Mobile-application-development-tutorial>

<https://www.toptal.com/android/developing-mobile-web-apps-when-why-and-how>

Hardware

You will need access to a reliable computer with a high-speed Internet connection, sufficient disk space (typically 10 GB), processor (1 GHz), and memory (1 GB).

Windows Mobile Hardware Requirements:

- A processor that supports Second Level Address Translation (SLAT)
- 6.5 GB of internal storage
- 8 GB memory

Your computer must have a webcam and microphone to participate in online video and chat options as required throughout course assignments.

Software Requirements:

- Windows 8 Pro edition with 8.1 update
- Windows Phone SDK 8.1
- Visual Studio Express 2013 for Windows
- Windows Phone 8.1 Update 1 Emulators

[Notepad ++](#) (PC Users)

[Text Wrangler](#) (MAC Users)

(Not MS Word!) *Any code turned in, in a Microsoft Word will NOT be graded!*

Also, the latest versions of Adobe PDF Reader, Adobe Flash, Apple QuickTime, and Java are required.

Course Outline

Weekly Module	Chapter Review	Lab Assignments & Projects	Review Questions	Youtube Resource
Week 1	Android Studio & Java JDK	Project: Practice Download & Install Andoid Studio-Java JDK	1 to 5	https://www.youtube.com/watch?v=l26rtc1wKYo
Week 2	Android GUI Components	Project: Practice to create Colors & Font to Android GUI functions	1 to 5	https://www.youtube.com/watch?v=jM79pHE6qBw
Week 3	Android FORM	Project: Practice to	1 to 5	https://www.youtube.com/

		Create a FORM output designed		watch?v=bQGCgBnJixM
Week 4	Create and layout Graphical	Project: Practice to create graphical layout output	1 to 5	https://www.youtube.com/watch?v=ijGVngb5vj4
Week 5	Android Application for Database	Project: practice to create an Android Application use in Database	1 to 5	https://www.youtube.com/watch?v=Lz8-fGmb5FE
Week 6	Android Application displayed multiple messages	Project: Create multiple ALERT MESSAGE to Android	1 to 5	https://www.youtube.com/watch?v=jTQmgWdnXK8 https://www.youtube.com/watch?v=S2ARK8EvUKc
Week 7	Mobile Alarm Clock/ Calculation Application	Project: Practice Create A Time Alarm Clock Create a Calculation Table & Application	1 to 5	https://www.youtube.com/watch?v=vJOW_Idnx7w https://www.youtube.com/watch?v=xOMNleq52Pc
Week 8	Implement & Writing an application and Rich Site Summary Feed	Project: Writing & Implement an Application Data to Memory Card Develop an application for Rich Site Summary	1 to 5	https://www.youtube.com/watch?v=94CWNE9ruMA https://www.youtube.com/watch?v=APInjVO0WkQ https://www.youtube.com/watch?v=H9LDCC0EBq4
Week 9	Android application for Database Develop Application for GPS systems	The application used for DB Application for GPS systems	1 to 5	https://www.youtube.com/watch?v=K6cYSNXb9ew https://www.youtube.com/watch?v=Ak8uRvlpGS0

Course Level Student Learning Outcomes

Upon the successful completion of this course, students should
 Develop & create Android GUI Forms and applications
 Analyzing application using Database

Course Requirements

The assessment for this course will consist of various quizzes and assignments, a mid-term and final exam, and a web project. I do not drop grades, give bonus points, nor do I curve. I weight each category as follows:

Assignments

All **assignments** will be available and will be submitted electronically through Blackboard. Assignments will be worth different point values depending on the length and difficulty of the activity. Assignments will assess the student's competency for the various computer software applications.

Late assignments are not accepted. The respective assignment submission boxes are set with the due date and time. If a student tries to submit an assignment after the due date/time, the student will not be able to upload the document(s). Assignments submitted via e-mails as attachments will not be graded unless specifically required by the instructor.

Quizzes & Exams

There will be three Unit Exams plus a comprehensive Final. (Word, Excel, PowerPoint) Exams will be administered as 2 part assessments: the **written exam** will consist of objective and task based questions; the **production exam** will be in the form of a hands-on project or skills/application exam. Each unit exam will equal 200 points—100 points for the theory exam and 100 points for the production exam. A comprehensive final exam worth 100 points at the end of the semester will also be administered. The timed exams cut off at the closing time (Moodle time); therefore, students must allow themselves plenty of time for the test.

Make-up quizzes & exams are not available. If a student misses one (1) unit exam, the lowest test scores of the other exams will replace that score. If subsequent exams are missed an automatic zero (0) will be recorded as the exam grade. Therefore, if two (2) or more exams are missed, each exam score will be recorded as a zero (0).

Discussion Boards

The responses in the various discussion forums will be used to calculate the grade for class participation and to assess the student's understanding of the application of skills. This grade will be worth 100 points at the end of the semester. Discussion forums must be answered in a timely manner; this means that discussion questions must be answered prior to due date which is listed on the Assignment Sheet. Please refer to the Moodle linked book Discussion Forum Rules.

Final Project

The purposes of this project to design, develop, and publish a web site using recommended design practices. Your Project will demonstrate mastery of the web development skills and concepts learned in this course. Your web site might be about a favorite hobby or subject, your family, a church or club you belong to, a company that a friend owns, the company you work for, etc.

Note: All coursework must be turned in on the date required in the schedule. No late work will be accepted. See late work policy.

Grading & Grading Scale

The assessment for this course will consist of various quizzes and assignments, a mid-term and final exam, and a web project. I do not drop grades, give bonus points, nor do I curve. I weight each category as follows:

Assessment	Percentage
Quizzes	10% / 100pt
Discussion Board	10%/ 100pt
Review Questions	10%/ 100pt
Mid-Term and Final	20%/ 200pt
Lab Assignment	50%/500pt
Total	100% = 1000pt

As you can see, the web project makes up 40% of the class, so it is very important to meet the deadlines for all the check-ins. See the Web Project guide and rubric for additional information.

Anticipated percentages and points for grading are as follows:

Percentage	Grade
90-100%	A
80-89%	B
70-79%	C
60-69%	D
<50%	F

Note: Incomplete Grades will only be given in situations approved by the university with appropriate paperwork. Please remember these grades become Fs after a certain period of time.

Program Outcome(s)

- Point 1
- Point 2
- Point 3
- Point 4

- Point 5

[Program outcomes are determined collaboratively by program faculty. You can find the outcomes for your program here: <http://www.astate.edu/a/assessment/student-learning-outcomes/>]

Support Services

Here are ways to get help in your online courses.

<https://www.tutorialspoint.com/android/>

Technical Support <https://www.lynda.com/Mobile-Apps-training-tutorials/55-0.html>

<https://www.toptal.com/android/developing-mobile-web-apps-when-why-and-how>

ITS Helpdesk

24 hours/7 days per week

Phone: (870) 972-3933

Email: onlinehelp@astate.edu

The [ITS Helpdesk](#) can help with Blackboard Learn, general technology and email issues. They can be reached via phone or email.

Writing Support

Writing Center

Phone: (870) 972-3451

“The Arkansas State University Writing Center is a comfortable learning space in which ALL members of the A-State community, undergraduate students, graduate students, faculty, and staff, can receive feedback on their writing. Our qualified, friendly writing consultants will help you at any stage of the process, from deciphering assignment sheets to providing feedback on writing projects that are nearly finished. We will help you with any writing occasion, whether it be personal, academic, or professional.”

The A-State Writing Center offers weekly hours for students to visit in person or virtually using Skype. Visit the [A-State Writing Center](#) website for hours and follow the

steps on the [Skype Tutoring](#) page to set up a virtual visit. The hours are limited and vary during holidays and final exam periods so plan ahead and accordingly.

Additional Support

Here is a tutorial website that will help with Advanced Mobile Application Design & Development:

https://www.tutorialspoint.com/mobile_development_tutorials.htm
<https://www.lynda.com/Mobile-Apps-training-tutorials/55-0.html>

Policies

Students with Disabilities Policy

If you have a documented disability and wish to discuss academic accommodations, please contact me as soon as possible. Students who require academic adjustments in the classroom due to a disability must register with Arkansas State Disability Services (870-972-3964).

Participation Policy

Online participation is required in this course! You are a college level learner and active participation in all online activities and course assignments is extremely important. Students not participating in the online learning environment will not succeed in this course.

Things you can do to stay actively involved and succeed:

- Read your announcements when logging into the course
- Contact your instructor with any questions in a timely manner
- Participate in all learning activities (discussion boards, journals, blogs, etc.)
- Collaborate with other students in the course via email, assignments, etc.
- Review each module's material at the beginning of the week and plan work accordingly

**Important: You are required to have a contingency plan in place in the event technology fails. Computer issues, Internet outages, power outages, login issues and any other technical issues will not be valid excuses for late assignments. Again, plan your week accordingly with time for problem solving and instructor communication.*

Academic Misconduct Policy

Academic honesty is key to your success in this course. All work must be your own and sources must be cited when used. Plagiarism and cheating will not be tolerated and will result in a zero for the assignment. In addition, a second academic dishonesty offense

will result in dismissal from this course and possibly the college.

As stated by the student handbook, “*Arkansas State University enthusiastically promotes academic integrity and professional ethics among all members of the A-State academic community. Violations of this policy are considered as serious misconduct and may result in severe penalties.*”

Please read more about academic integrity, plagiarism and cheating in the student handbook: <http://www.astate.edu/a/student-conduct/student-standards/handbook-home.dot>.

Late Work Policy

All assignments, including readings, are expected to be completed on time. It is crucial that you check Blackboard, as this is where your assignments will be posted. Ensure you read the textbook and complete the assignments. You will **not learn** the material otherwise. Every topic builds on the other. Therefore, if you don't read the material or complete the assignments, you will be at a serious disadvantage. ***I will NOT accept late any assignment after the due date.***

Netiquette Policy

Netiquette refers to online rules of etiquette. In this course, you are required to follow these rules. Respect others, use proper grammar and do not yell (typing with all capital letters) when conversing with others.