Syllabus CSIS – 2630 Android Application Development

Course Description

Students will learn the skills required to design, code, and publish applications for mobile devices running the Android operating system. Topics include IDEs and emulators, Java as it relates to Android, XML layouts and resource files, SQLite, and the Android Market. During the semester, students will code and publish a complete mobile application. It is recommended students complete CSIS 1410 or equivalent prior to taking this course.

Learning Outcomes

Salt Lake Community College is committed to fostering and assessing the following student learning outcomes in its programs and courses.

- 1. Install and configure Android Studio IDE for Android development.
- 2. Learn how Android activities live and die and how to create a seamless user experience by implementing lifecycle callback methods.
- 3. Learn how to build a user interface for your app that is flexible enough to present multiple UI components on large screens and a more constrained set of UI components on smaller screens—essential for building a single APK for both phones and tablets.
- 4. Learn how to save data on the device, whether it's temporary files, downloaded app assets, user media, structured data, or something else.

Prerequisite(s)

RECOMMENDED COURSE(S)

• CSIS1410

COMPUTER SKILL(S)

- Good Keyboarding skills are essential.
- Basic Computer Skills.
 - Navigate basic operating system settings.

- Navigate various application software.
- Install and manage software.
- Manage files and folders.
- Basic Internet & Email skills.
- Navigate <u>Canvas LMSLinks to an external site</u>. software.

Evaluation / Grading

Grading Scale	A 94% - 100%	A- 90% - 93%
B+ 87% - 89%	B 84% - 86%	B- 80% - 83%
C+ 77% - 79%	C 74% - 76%	C- 70% - 73%
D+ 67% - 69%	D 64% - 66%	D- 60% - 63%
E 59% and below		

Attendance	10%
Assignments	40%
Mid-Term Exam	25%
Final Exam	25%
TOTAL	100%

ASSIGNMENTS

Several assignments will be given throughout the semester. Most homework will consist of doing laboratory and programming assignments.

- Assignments will be submitted to the class's Canvas web site by creating a screen.recording of their code and execution of the assigned program.
- 20% will be deducted for ALL late assignments.
- Assignments CANNOT be resubmitted after they are graded.

EXAMS

A **Mid-Term** and **Final** Exams will be given. Together they are worth half of a students grade for this class.

- Check the class calendar for dates. The final exam will be administered as per <u>SLCC's Finals Schedule.Links to an external site.</u>
- Exams are only given in class using Canvas LMS.
- Tests are open book but have a time limit.

• Questions are True/False, Multiple Choice, Fill in the blank, and Matching. Exams can be made up under extreme circumstances with the instructor permission within a week of the original due date.

EXTRA CREDIT

• NO.EXTRA.CREDIT.IS.PROVIDED.FOR.THIS.COURSE;