



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Mobile Programming I							
Course Code		BPR259		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 ( <i>Hours</i> )	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		With this course, it is aimed that the students gain competencies in mobile programming.							
Course Content		Java and XML, User Interface Components, Services, Broadcast Receivers, Intent and Intent Filters, Security and Permissions, Sensors, Graphics and Multimedia Applications, Camera and Photo Application.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Lec. Berkay ÇAKIR							

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

### Recommended or Required Reading

1	MOBİL PROGRAMLAMA KADİR ÇAMOĞLU-VOLKAN ATASEVER KODLAB
---	--

Week	Weekly Detailed Course Contents	
1	Theoretical	Establishment of Mobile Program Development Environment, Java
2	Theoretical	Java
3	Theoretical	Java and XML
4	Theoretical	General Information on Devices and Operating System, Creating the First Project
5	Theoretical	Application Components, User Interface Components
6	Theoretical	User Interface Components
7	Theoretical	User Interface Components
8	Theoretical	User Interface Components
9	Intermediate Exam	Midterm
10	Theoretical	Services, Broadcast Receivers
11	Theoretical	Intent and Intent Filters
12	Theoretical	Security and permissions
13	Theoretical	Sensors
14	Theoretical	Graphics and Multimedia Application
15	Theoretical	Camera and Photo Application
16	Final Exam	Final Examination

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Assignment	4	0	8	32
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4

\*25 hour workload is accepted as 1 ECTS



**Learning Outcomes**

1	Establish a mobile program development environment.
2	It can generate programs for mobile devices.
3	The generated mobile programs can be opened to sharing.
4	Introduces the concept of application development on mobile devices.
5	Understands the basic technologies used by the Android platform. Recognizes an Android application structure structure. Uses the tools required for the Android application project.
6	Defines user interfaces using XML layouts.

**Programme Outcomes (Computer Programming)**

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

**Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High**

	L1	L2	L3	L4	L5	L6
P1	2	2	3	3	3	5
P2	2	2	2	3	3	3
P3	2	5	4	2	3	3
P4	2	1	1	2	2	2
P5	2	2	2	2	2	2
P6	2	1	2	2	2	2
P7	1	1	1	1	2	1
P8	1	1	1	1	3	2
P9	1	1	1	1	3	3
P10	1	1	1	1	2	3
P11	1	1	1	1	2	2

