AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Mobile Programming II					
Course Code		BPR260		Couse Level		Short Cycle (Associate's Degree)	
ECTS Credit	4	Workload	100 *(Hours)*	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		With this course, it is aimed to bring the students advanced level of competencies in mobile programming.					
Course Content		Database Programming, Java Web Services, XML Operations, JSON Operations, Android Services Development, Broadcast Receivers, Maps & Locations and Medai Usage.					
Work Placement		N/A					
Planned Learning Activities and Teaching Methods			Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving				
Name of Lecturer(s)							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Android programlama Eğitimi Pusula yayınları Aykut Taşdelen

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction & Preparation
2	Theoretical	Introduction to Database used in Mobile Application
3	Theoretical	Database Programming
4	Theoretical	Database Programming
5	Theoretical	Database Programming
6	Theoretical	Web Services
7	Theoretical	Web Services
8	Theoretical	XML Operations
9	Intermediate Exam	Midterm
10	Theoretical	XML Operations
11	Theoretical	JSON Operations
12	Theoretical	JSON Operations
13	Theoretical	Broadcast Receivers
14	Theoretical	Maps & Locations
15	Theoretical	Media Usage
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
Laboratory	16	0	2	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	Learn how to manage databases on mobile devices.

2	Can access remote web services via mobile devices
3	With mobile programming, maps and media can be used.
4	Recognizes and uses external resources.
5	Understand and use location-based applications using PS sensors and map APIs
6	Android Services recognizes and uses broadcasts and broadcast receivers.

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	1	4	2	4	3	4
P2	5	3	3	2	2	3
P3	3	3	3	3	2	2
P4	1	1	1	3	3	1
P5	1	2	2	2	3	1
P6	2	2	2	2	3	2
P7	1	1	1	1	2	2
P8	1	1	1	1	2	2
P9	1	1	1	1	2	3
P10	1	1	1	1	2	3
P11	1	1	1	2	2	3