Syrian Arab Republic Ministry of Higher Education Syrian Virtual University Syrian Virtual University

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وزارة التعليم العالىي
الجامعة الافتراضية السورية

Mobile Applications Course Definition File

1- Basic Information:

Course Name	Mobile Applications
Course ID	CCN403
Contact Hours (Registered Sessions)	30
Contact Hours (Synchronized Sessions)	18
Mid Term Exam	None
Exam	1.5
Registered Sessions Work Load	30
Synchronized Session Work Load	18
Credit Hours	5

2- Pre-Requisites:

Course	ID
Object Oriented Programming	IPG204

3- Course General Objectives:

This course starts by an overview of Java programming language basics that are needed for developing mobile applications.

It provides the necessary skills to develop Android based applications using the Android Studio Integrated Development Environment.

At the end of this course, students will learn how to:

- 1. Build mobile applications.
- 2. Deal with various widgets.
- 4. Use Google maps and geographical location.
- 5. Deal with mobile databases.

Intended Learning Outcomes (ILO):

Learning	Learning Outcomes
Outcomes codes	
LO1	Learning Java programming language basics
LO2	Building mobile applications using Android Studio
LO3	Using main widgets, menus and events
LO4	Dealing with widgets and Action Bar

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LO5	Using Layouts
LO6	Building Activities and Intents
LO7	Manage activity states
LO8	Building lists, using Text to Speech and Speech to Text tools
LO9	Using fragments
LO10	Using Google maps
LO11	Building SQLite databases

4- Course Content

LO	Course Syllabus	Recorded Sessions	Synchronized Sessions	Type	Additional Notes
LO1	Learning Java programming language basics	2	1	 Exercises Assignments Seminars Projects Practices Others 	
LO2	Building mobile applications using Android Studio	2	1	 □ Exercises □ Assignments □ Seminars □ Projects ☑ Practices □ Others 	Android Studio
LO3	Using main widgets, menus and events	2	2	 Exercises Assignments Seminars Projects Practices Others 	Android Studio
LO4	Dealing with widgets and Action Bar	2	2	ExercisesAssignmentsSeminarsProjectsPracticesOthers	Android Studio
LO5	Using Layouts	2	1	Exercises Assignments	Android Studio

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					Seminars	
					Projects	
				×	Practices	
					Others	
LO6	Building Activities	1	1	×	Exercises	Android Studio
	and Intents			×	Assignments	
					Seminars	
					Projects	
				×	Practices	
					Others	
LO7	Manage activity states	2	2	×	Exercises	Android Studio
	\mathcal{E}			×	Assignments	
					Seminars	
					Projects	
				×	Practices	
					Others	
LO8	Building lists, using	1	2	×	Exercises	Android Studio
	Text to Speech and			×	Assignments	
	Speech to Text tools				Seminars	
	speech to Text tools			×	Projects	
				×	Practices	
					Others	
LO9	Using fragments	1	2	×	Exercises	Android Studio
				×	Assignments	
					Seminars	
				×	Projects	
				×	Practices	
					Others	
LO10	Using Google maps	1	2	×	Exercises	Android Studio
				×	Assignments	
					Seminars	
					Projects	
				×	Practices	
					Others	
LO11	Building SQLite	2	2	×	Exercises	Android Studio
	databases			×	Assignments	
					Seminars	
					Projects	
				×	Practices	
				×	Others	

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5- Assessment Criteria (Related to ILOs)

		Assessment Type				
LO Code	LO	Interactive Synchronized Collaboration	Practice	Exams	Presentations And Face-to- Face Assessments	Reports
LO1	Learning Java programming language basics	X	X	X		
LO2	Building mobile applications using Android Studio	X	X			
LO3	Using main widgets, menus and events	X	X	X		
LO4	Dealing with widgets and Action Bar	X	X	X		
LO5	Using Layouts	X	X	X		
LO6	Building Activities and Intents	X	X	X		
LO7	Manage activity states	X	X	X		
LO8	Building lists, using Text to Speech and Speech to Text tools		X	X		
LO9	Using fragments	X	X	X		
LO10	Using Google maps	X	X	X		
LO11	Building SQLite databases	X	X	X		

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6- Course Syllabus (18 hours of total synchronized sessions)

Chapter	Contents	
(1) Java Basics		Data Types
		• Conditional statements
		• Loops
		Arrays
		Methods
(2) Object Oriented		Classes
Programming in Java		• Inheritance
		 polymorphism
(3) Data Structures in Java		Collections in Java
(4) Building mobile	Android Studio	Android
applications using		Android Studio
Android Studio		Virtual Devices
		Building applications
		 Application parts
		Activity
		• View
		Layout
		Widgets
		Events
		Action Bar
		Notification Area
	Example	Example
(5) Main widgets, menus and events	Example 1: Calculator	Example 1: Calculator
	Example 2: Game	Example 2: Game
(6) Widgets and Action Bar	Widgets	• Button
		 ImageView
		• EditText
		• CheckBox
		RadioButton
		• Spinner
	Action Bar	Action Bar

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(7) Layouts	Layouts	 LinearLayout Gravity Weight Widget Box Model Sizing Padding Margin Grid Layout Nested layout RelativeLayout FrameLayout
(8) Activities and Intents	Activities	Activity lifecycleActivity states
	Intents	Intents
	Example	Example
(9) Manage activity states	Activity states	 Activity instance state Lost activity state Handling rotation non-persistent/ permanent state non-persistent state Preferences
	Files	 Internal storage File Streams External storage Accessing web data
	Camera	Using the Camera
(10) Building lists, using Text to Speech and Speech to Text tools	Lists	 ListView Static Lists Dynamic Lists List Adapter List events

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		Text to Speech and Speech to Text Example	 Text to Speech TextToSpeech Class speak Speech to Text Example
(11)	Fragments	Fragments	 Situation-Specific folders Fragment lifecycle Fragment Template Activities and intents
		Example	Example
		Example	Example
(12)	Using Google maps	Google Maps	 MapFragment Google Map methods The map camera Latitude and longitude Set camera in XML Set camera in Java code Placing markers Lines and paths Accessing phone's location Location update events Emulator location
(13)	SQLite databases	SQLite databases	 Create database Create tables SQL statements

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7- Practice Tools:

Tool Name	Description
Android Studio	

8- References

Android Studio Development Essentials, Neil Smyth, Techotopia, July 2014