

<b>Course Title</b>	<b>Mobile Application Development</b>
<b>Course Code</b>	<b>EC-333</b>
<b>Credit Hours</b>	3
<b>Category</b>	Technical Elective
<b>Prerequisite</b>	Object Oriented Programming
<b>Co-Requisite</b>	None
<b>Follow-up</b>	None
<b>Course Description</b>	Mobiles Application Development Platform; HTML5 for Mobiles; Android OS: Architecture, Framework and Application Development; iOS: Architecture, Framework; Application Development with Windows Mobile; Eclipse; Fragments; Calling Built-in Applications using Intents; Displaying Notifications; Components of a Screen; Adapting to Display Orientation; Managing Changes to Screen Orientation; Utilizing the Action Bar; Creating the User Interface; Listening for UI Notifications; Views; User Preferences; Persisting Data; Sharing Data; Sending SMS Messages; Getting Feedback; Sending E-mail; Displaying Maps; Consuming Web Services Using HTTP; Web Services: Accessing and Creating; Threading; Publishing, Android Applications; Deployment on App Stores; Mobile Programming Languages; Challenges with Mobility and Wireless Communication; Location-aware Applications; Performance/Power Tradeoffs; Mobile Platform Constraints; Emerging Technologies.
<b>Text Book(s)</b>	Professional Android application development, Reto Meier, Wrox Programmer to Programmer, 2015.
<b>Reference Material</b>	iOS Programming: The Big Nerd Ranch Guide, Conway, J., Hillegass, A., & Keur, C., 5th Edition, 2014. Android Programming: The Big Nerd Ranch Guides, Phillips, B. & Hardy, B., 2nd Edition, 2014.