CENTER FOR INNOVATIVE TECHNOLOGIES MASTER COURSE DOCUMENT

CPDM 230 Mobile Application Development

Course Description: A course on designing and programming applications for current mobile devices. Topics include: GUI programming application structure; and considerations related to network, database, video, GPS sensors, and multi-touch.

Prerequisites(s): IT 161 Corequisite(s): No corequisite Lecture Hours: 2 Lab Hours: 2 Credit Hours: 3 Lab Fee: 70 Supplemental Fee: 0 Purpose: ☐ Transfer Assurance Guide Course (TAG) ☐ Transfer Module Course (TM) Course Format: Lec/Lab Grading: A/B/C/D/F/I Delivery Method: □ Web □ Hybrid Semesters Offered:

Fall □ Summer Spring **Course Primary Text:** Title: Beginning IOS 5 Application Development Edition: Author(s):Lee Publisher: Wrox **Supplemental Materials:** XCode on Mac **Course Outcomes:** 1 Demonstrate basic knowledge of Objective C Show competency using iOS SDK and xCode toolset 3 Develop iOS applications that include: Multitasking Location-based services Notification system Cloud-based features

Course Topics:

Week 1	Introduction to Objective C
Week 2	Continue Objective C
Week 3	Getting Started with iOS Programming
	Writing First Application

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Week 4	Understanding Views, Outlets, and Actions
	Exploring Different View Controllers
Week 5	Enabling Multiplatform Support
	Handling Keyboard Inputs
Week 6	Supporting Screen Rotation
Week 7	Midterm Project
Week 8	Creating and Persisting Data Using the Table View
Week 9	File Handling
	Database Storage Using SQLite
Week 10	Programming ICloud
Week 11	Assessing Built-In Applications
Week 12	Assessing Sensors
Week 13	Using Web Services
Week 14	Bluetooth Programming
Week 15	Final Project

Methods of Evaluation/Assessment

Assignments – 40%	
Midterm Project – 20%	
Final Project - 40%	

Course Keeper: Bob Nields Date Completed: 4/1/2019