☐ REQUIRED COURSE
☑ ELECTIVE COURSE

Business DIVISION
☐ NEW COURSE
☑ REVISION

Lake Land College
Course Information Form

COURSE NUMBER:	ITT-054		TITLE: *(30 Characters Max)*	Mobile Application Development			

SEM CR HRS:	3	Lecture:		3		Lab:	0			ECH:	3

Course Level:	☐ Gen Ed / IAI ☐ Baccalaureate /Non-IAI	☑ Career/Technical ☐ Dev Ed/ Not in Degree Audit	Clinical Practicum:	0	SOE/ Internship:	0	SOE ECH:	0

COURSE PCS #	12	IAI Code				Contact Hours Per Week		
Repeatable (Y/N):	Y	Pass/Fail (Y/N):	N	Variable Credit (Y/N):	N	Min:	Max:	16 Wks 150	8 wks 300

Prerequisites:	CIS-156

Catalog Description: (40 Word Limit)	This course is a study of mobile device programming using the Java language. Development of mobile applications including user interfaces, use input, variables, icons, decision making, lists, arrays, web browsers, audio, pictures, tablets, animation, Google maps, and publishing are covered.

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Non-Clinical Internship/ SOE
Introduction to Android Studio	4			
Android User Interface	4			
User Input, Variables, and Operations	5			
Icons and Decision Making Controls	5			
Lists, Arrays, and Web Browsers	5			
Audio	4			
Pictures	4			
Tablets	5			
Animation	4			
Google Maps and Publishing	5			
TOTAL	45	0	0	0

EVALUTION

QUIZZES ☑	EXAMS ☑	ORAL PRES ☐	PAPERS ☐
LAB WORK ☐	PROJECTS ☑	COMP FINAL ☑	OTHER ☐

COURSE MATERIALS

TITLE:	Android Boot Camp (ISBN: 9781305857995)	
AUTHOR:	Corinne Hoisington	
PUBLISHER:	Course Technology/Cengage Learning	
VOLUME/EDITION/URL:	3rd	
COPYRIGHT DATE:	2016	

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
		The student will be able to:
Introduction to Adroid	4	1. Describe the market for Android applications. 2. Describe the features of the Android phone. 3. Create an Android project using Eclipse. 4. Execute an Adroid application.
Android User Interface	4	1. Design a user interface using controls and a layout. 2. Apply activities and a Java class to a file. 3. Display content and a second screen. 4. Solve Java errors.
User Input, Variables, and Operations	5	1. Use an Android theme. 2. State the role of different text fields. 3. Declare variables to hold data. 4. Explain arithmetic operations. 5. Convert and format numeric data.
Icons and Decision Making Controls	5	1. Design a project with custom icons. 2. Apply color to controls. 3. Illustrate the use of radio buttons. 4. Write decisions using an If, IfElse, and nested If statements.

Lists, Arrays, and Web Browsers	5	1. Design a project using a list. 2. Use an array to create a list and display it. 3. Write code using the switch decision structure. 4. Launch a browser from an Android device.
Audio	4	1. Devise an Android project using a splash screen. 2. Use, open, and end an activity using methods. 3. Illustrate class variables. 4. Start, play, and resume music using methods.
Pictures	4	1. Create an Android project using a gallery control. 2. Apply pictures to a project. 3. Explain the use of constructors. 4. Design a method that returns a value.
Tablets	5	1. Create an Android project on a tablet. 2. Summarize tablet specifications. 3. Use date, time, and clock controls. 4. Create an Android tablet project using a tab layout. 5. Open an Android web broser in a tablet.
Animation	4	1. Create an Android application with animation. 2. Explain Frame and Tween animation.
Google Maps and Publishing	5	1. Create an Android project displaying a Google map. 2. Summarize security and permissions. 3. Explain Google Play. 4. Publish an application on Google Play.
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	45	

COURSE OUTCOMES*	At the successful completion of this course, students will be able to:
	Design a project using audio for a mobile application.
	Design a project using pictures for a mobiel application.
	Design a mobile application for a tablet.

* Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.