A. COURSE DESCRIPTION

   Credits: 3
   Lecture Hours/Week: *.*
   Lab Hours/Week: *.*
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None
   MnTC Goals: None

   A study of development techniques to address issues that arise in the development of interactive
   applications for mobile devices using a popular mobile application development platforms such as the
   iPhone and Android SDKs. Examines the specific requirements for mobile systems. Emphasizes how the
   requirements in mobile application development link to other core areas in computing. May not be offered
   every year. Prerequisites: CS 2270 and (CS 2321 or CS 3270).

B. COURSE EFFECTIVE DATES: 01/14/2013 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Develop interactive application for Android mobile devices using the Android SDK in Eclipse
2. Requirements for mobile systems and how the requirements in mobile application development link
   to other core areas in computing

D. LEARNING OUTCOMES (General)

1. Demonstrate understanding of performance issues
2. Demonstrate understanding of usability issues
3. Demonstrate understanding of application portability
4. Develop mobile application

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

   None

F. LEARNER OUTCOMES ASSESSMENT

   As noted on course syllabus

G. SPECIAL INFORMATION

   None noted