North Hennepin Community College

CSCI 2100: Introduction to Android Application Development

A. COURSE DESCRIPTION

Credits: 4
Lecture Hours/Week: *.*
Lab Hours/Week: *.*
OJT Hours/Week: *.*
Prerequisites:
This course requires the following prerequisite
CSCI 2001 - Object Oriented Programming (CS1)
Corequisites: None
MnTC Goals: None
This course provides an introduction to developing Android applications, covering the core concepts, tools and techniques for designing, developing and releasing Android applications. By the end of the course, students will build an Android application and release it to the Google Play Store.
Prerequisite: CSci 2001

B. COURSE EFFECTIVE DATES: 01/13/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Students will learn the fundamentals of designing, developing and distributing Android applications using the Android SDK. Topics covered will include: activities, services, content providers, broadcast receivers, design guidelines and distributing apps to users.

D. LEARNING OUTCOMES (General)

1. Gain sufficient knowledge of the specifics of Java programming in Android operating environment. (Discipline Goal A; NHCC Core Ability Critical Thinking, comp. a)
2. Develop an ability to create complete applications deployable to Android phones and tablets. (Discipline Goal C; NHCC Core Ability Critical Thinking, comp. a, c)
3. Gain the skills to effectively program user interface in Android mobile devices. (Discipline Goal B; NHCC Core Ability Critical Thinking, comp. a, b, c)
4. Become competent in writing and reading data in the file system using Android systems resources. (Discipline Goal D; NHCC Core Ability Critical Thinking, comp. a, b, c)
5. Develop critical thinking skills through problem analysis, algorithm development, coding, and testing. ((Discipline Goals C, D; NHCC Core Ability Critical Thinking, comp. a, b, c)

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted