CSC 349: Course Syllabus
Mobile Computing – Spring 2020

Contact Information:
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Office Hours:
    Mon. 10:30 - 11:30 (Holroyd 133 or Holroyd 124)
    Tues. 3:30 – 4:30
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Description:
This course covers software mobile application development, its architecture and lifecycle, as well as its inherent design considerations. Students will learn about mobile resources, activities, views, layouts, and intents in addition to interacting with the location-based services, messaging services, multimedia interfaces, and/or sensors available on the mobile device. The applications developed will manage data input from and output to files, databases and content providers. After developing applications in an emulation environment, students will install them on individual mobile devices and possibly prepare them for marketplace distribution.

Section: 31

Credits: 3

Meetings:
Monday & Wednesday 12:30-1:45 in Holroyd 120

Holidays:
MLK: Mon. Jan. 20
Spring break: March 16 - 20
Easter: Fri. Apr. 10 & Mon. Apr. 13

Other important dates:
Classes start: Jan 13
Midsemester grades due: Mar. 4
Last day to withdraw: Mar. 30
Classes end: May 1
Finals week: May 4 - 7

Textbook:
None

Learning Objectives:
Students should be able to
- Define and recognize aspects of the mobile software application architecture and mobile application lifecycle
- Be able to distinguish between and write mobile programs that use the following: Resources, Activities, Views (Buttons, EditText, etc), Layouts, Intents, Adapters
- Write, extend and adapt programs that handle input-output including the following: Files, On-device databases, External content providers
- Write programs that interact with mobile device capabilities including: Location based services (e.g. GPS), Telephone and messaging (texting) services, Multimedia platform (e.g. playing audio and video as well as using the camera), and/or Sensors (e.g. accelerometer)
- Design an interface with a satisfactory user experience, select appropriate widgets, create an effective layout.
- Be able to install and maintain software on individual devices as well as to distribute applications on the marketplace
- Use basic programming structures (control, arrays, objects, strings, methods, etc.) within an Android program.

Assessment:
The components of the course will be weighted as follows
Tests: 30%   (2 tests – may be split over multiple class days)
Final: 15%   (cumulative with an emphasis on any previously untested material)
Homework: 15%
Labs: 30%
Project: 10%

In addition,
- Homework and lab assignments are to be done individually unless explicitly stated otherwise.
- Homework and lab assignments are due a week after they are assigned. Assignments submitted after the test on the relevant material will not be eligible for full credit.
- There will be two open-book, open-notes exams in which you will write code and a final of the same format. The date of a test will be announced at least one week before it is given.
- If at any time you take information from any source (book, website, etc.), that source should be cited. Failing to do so may be considered plagiarism and thus cheating.
- The plus/minus grading system will be used.
- Attendance will be taken.
- Absences, lateness, etc. will be reflected in the class portion of the grade. More than three unexcused absences may result in the lowering of a grade.

- Make-up tests are given at the discretion of the professor. You have to meet with me to discuss the reason for missing the exam and to schedule a make-up.
- The students should keep all returned materials (tests, homework, labs, and so on) until a final grade is received for the course.

Grading scheme:

A	$94 \le$ average
A-	$91 \le$ average < 94
B+	$88 \le$ average < 91
B	$85 \le$ average < 88
B-	$82 \le$ average < 85
C+	$79 \le$ average < 82
C	$76 \le$ average < 79
C-	$73 \le$ average < 76
D+	$70 \le$ average < 73
D	$67 \le$ average < 70

Classroom Behavior:

While in the classroom, students should behave in a manner that is neither distracting to nor disrespectful to the professor or other students.

Cheating:

When using materials from a book, website, etc., the source must be cited; otherwise it is considered plagiarism. Claiming another's work as your own is cheating. A student caught cheating will receive a score of zero. Cheating may result in a reduction of the final grade. Repeated cheating can result in a failing grade for the course. Asking another for help on part of an assignment is acceptable; handing in duplicate or nearly duplicate work is not. If you require a significant amount of assistance, you should seek my help. Finally, openly allowing your work to be copied is also cheating.

https://www.lasalle.edu/students/dean/divpub/manuals/studentguide/index.php?accordion_num=2&vn2_accordion_num=4&content=policies&anchorID=inte (Academic Integrity Policy)

https://www.lasalle.edu/students/dean/divpub/manuals/studentguide/index.php?accordion_num=2&vn2_accordion_num=4&content=policies&anchorID=dish (Academic Dishonesty)

Student Resources:
https://lasalle.instructure.com/courses/1772 includes links to
    Student Guide to Resources, Rights and Responsibilities
    Academic Integrity Policy
    American Disabilities Act
    IT Help Desk Support
    Academic and Learning Support Services
    Library