COSC 5/4730, Mobile Programming               Spring 2013

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Office: Engineering 4065              Phone: 766-6231

Office Hours: TBA and by Appointment

Grading: Grades will be based on the percentage listed below and a curved at the end of the semester. There will be no extra credit.
            Homework          75%
            Project           20%
            Presentation     5%

Lecture Course Web page:  http://www.cs.uwyo.edu/~seker/

Texts:
Required: (sort of) either a blackberry or android book
Optional: Beginning Android 2, Mark Murphy, Apress
Optional: Beginning Android 4, Mark Murphy, Apress
Optional: Beginning Blackberry Development, Anthony Rizk, Apress

Useful but not required:
Pro Andriod 3, Sayed Hashimi Satya Komatineni and Dave Maclean, Apress
Pro Andriod Games, Vladimir Silva, Apress
Andriod Wireless Application Development, Shane Conder, Addison Weley
Advanced Blackberry Development, Chris King, Apress
Learn Blackberry Games Development, Hamer and Davison, Apress

Prerequisites:
COSC 3020

Homework:
Programming or homework assigned in lecture will be due AT THE BEGINNING CLASS TIME on the date specified for each assignment. Late homework will not be accepted without an official excused absence from class on the due date. DO NOT TURN HOMEWORK INTO THE COMPUTER SCIENCE OFFICE.

There WILL be homework due for credit during the last week of class.

Academic Honesty:
Assignments are designed to be completed independently. UN IREG 802 defines academic dishonesty and specifies the penalties. Collaboration and discussion are acceptable, but you MUST report the names of everyone who helps you.

Also use of cell phones, pagers, and other devices that beep must be turned off during class, unless necessary for emergencies.