

COSC 5/4730, Mobile Programming

Fall 2023

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Office Hours: TBA and by Appointment

Grading: Grades will be based on the percentage listed below and a curve at the end of the semester. There will be no extra credit.
Homework 100%

Lecture Course Web page: <http://www.eecs.uwyo.edu/~seker/>

Texts:

Optional:

Android Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides), Bill Phillips

Useful but not required:

Beginning Android, Grant Allen, Apress

Beginning Android Games, Zechner, Mario, DiMarzio, J. F., Green, Robert, Apress

Pro Android UI, Jackson, Apress

Pro Android Games, Vladimir Silva, Apress

Android Wireless Application Development, Shane Conder, Addison Weley

Android User Interface Design, 2nd, Clifton, Pearson

Prerequisites:

COSC 2030 (but COSC 3020 and 3011 are helpful.)

Homework:

Programming or homework assigned in lecture will be due at 5pm on the date specified for each assignment, unless otherwise specified. 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.

Goals and Topics:

I will attempt to cover the breath of android programming, so this list not complete. These include: Java and Kotlin, Basic UI, Advanced UI widgets, navigation, list widgets, Keyboard, touch, and other input sensors. Device sensors such as gps, maps and Bluetooth. Data persistence, including preference systems, sqlite, room library, plus filesystem and media store. Cloud services (google) to include cloud databases and storage. Basic game design and graphics. Home screen widgets, audio, and video. Networking, ReST services.

Please see the Syllabus addendum for additional information.