Oklahoma State University Institute of Technology
Online Common Syllabus
Fall 2017

ITD 3663 Mobile Programming
Through this course students will learn to write programs for mobile devices, as well as about key issues and concepts involved with mobile system programming. Topics include: user interface design, data access models, network and device performance, and sometimes-connected networks. Theory/Lab

Course Purpose:
This course is an introduction to mobile programming and the java programming language.

Type of course: Theory/Lab.
Credit Hours: 3; Total hours of theory per semester: 35;
Total hours of lab for the semester: 40; Total hours of clinical per semester: 0.
Class length - Full Semester
Prerequisites: ITD 1253 and ITD 1353.
Class Days and Times: N/A

Instructor Name: Jim Strother **Instructor Phone:** (918) 293-4798
Office: EET/IT - Room 15E **Instructor email:** james.strother@okstate.edu
Contact: My preferred method of contact is email. Please allow 24-48 hours to return your correspondence during the normal work week.

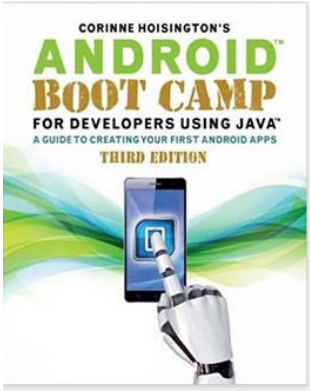
Instructor's Office Hours:
Monday/Wednesday – 8:00am to 9:20am, 1:00pm to 3:30pm
Tuesday/Thursday – 8:00am to 11:15am, 1:00pm to 3:30pm
Friday - 8:00 am to 11:15 am

School Name: **School Main Phone:** 918-293-*xxxx*

School Name: Information Technologies **School's Main Phone:** 918-293-5440

Required Text, References, and Materials

Texts: ***Android Boot Camp***, Corinne Hoisington.
Cengage Learning
ISBN-13: 978-1-305-85799-5
ISBN-10: 1-305-85799-2



Estimated Cost for Materials: $ 119
Estimated Cost for Uniform/Tools: **$** 0

Upon completion of the course, students should:

Course Objectives	**Assessment of Objectives**	
demonstrate proficiency in the use of a programming language to solve complex problems in a secure and/or robust manner	Programming Labs*	A.2
demonstrate the ability to design and develop programs or methodologies for modern computing platforms (e.g., PC, cloud, mobile, web, powershell, scripting/python)	Programming Labs*	C.3
integrate HTML and CSS processes into the design and develop of effective page layout, color selection, font size and type plus image or video placement and formatting	Programming Labs*	J.3

Aspects of the course objective assessments may be used in the university's assessment of student learning. If applicable, an asterisk (*) above indicates this course is used in the university assessment program.

Course Activities
In this course students will:

- Write Google Android applications.
- Write applications for the Mobile Web
- Install development environments
- Install mobile development kits
- Use emulators to test applications
- Evaluate development platforms
- Make weekly posts to discussion boards
- Compile a portfolio of work produced

EVALUATION - GRADES WILL BE BASED ON THE QUALITY AND COMPLETION OF THESE TASKS:

Discussion Responses	15%
*Programming Labs	35%
Professional Development	5%
Digital Course Portfolio	5%
Quizzes	20%
Mid Term Exam	10%
Final Exam	10%
TOTAL	100%

OSUIT Grading Scale

A = 90%-100%
B = 80%-89%
C = 70%-79%
D = 60%-69%
F = 59% & below

*The student's grade for this assignment will be used in the university's assessment of student learning. A 70% competency or higher receives a Pass rating. This Pass/Fail rating is independent of the student's course grade.

Daily and/or weekly quizzes, small weekly assignments and similar type projects: Normal return time to student by next class meeting or no later than one (1) week.

Extensive assignments, large lab projects, extensive quizzes, exams and similar type projects: Normal return time to students in one (1) to two (2) weeks.

RECOMMENDED STUDENT COMPENTENCIES/SKILLS
Student will need to have successfully completed prerequisite courses

AUTHORIZED TOOLS

Students may use any/all course materials, including books and notes, while participating in classroom activities. All quizzes and written assignments are to be completed independently; no collaboration with classmates is permitted and any instance of such will be considered academic dishonesty.

LATE WORK

Turning in your properly-executed work early is always acceptable. All exams, assignments, papers and projects must be completed and submitted by the specified due date; late work will not be accepted after the due date unless prior authorization is given.

TESTING

Quizzes/Exams may be timed or proctored during this course.

OTHER LAB AND CLASSROOM POLICIES

Interaction with Your Peers

Each week, you will be required to post one original post and at least two responses to your peers on the discussion board within the Online Classroom.

- You will be required to make at least 1 post by Wednesday with two follow up posts by Sunday
    - If your first post is on Thursday I will deduct 10 points, Friday 20 points, etc.
    - These must be solid posts on the subject of the discussion (no "I agree" or "me too")
    - Posts must be respectful of your classmates and your instructor. Any disrespectful posts will result in a "0" for the week.

Interaction with Your Instructor

In addition to online office hours (as indicated on the first page of this syllabus), you can also expect me to provide:

- additional information and updates about the course as needed through e-mails and the News feature in the Online Classroom (D2L)
- detailed analysis, feedback and explanation of grades according to the following schedule
    - Daily and/or weekly quizzes, small weekly assignments and similar type projects: Normal return time to student by next class meeting or no later than one (1) week.
    - Extensive assignments, large lab projects, extensive quizzes, exams and similar type projects: Normal return time to students in one (1) to two (2) weeks.

You may contact me by email at any time with questions or concerns about your course; however, please allow 24-48 hours to receive a reply to your correspondence on weekdays. I may not be available to respond to your correspondence on the weekend, so please do not leave your coursework until the last possible moment in case you need assistance.

ONLINE COURSE INTERACTION

OSUIT requires all online courses to include interaction between students, peers and instructors. Our online courses use a variety of tools to build a community of learners and strengthen engagement between students and their peers, as well as between students and the instructor. Communication tools used in courses may include Discussion, News, and Email. Read the syllabus completely to determine which of these methods you, your classmates and your instructor will use for interaction.

General guidelines for student conduct while interacting within an online course include: (1) Use proper language in all communications; (2) Harassment of any type will not be tolerated; (3) No jokes, insults or threats of an offensive nature.

For more information, go to: http://osuit.edu/center/netiquette

SYLLABUS ATTACHMENT

View the Syllabus Attachment, which contains other important information, by visiting http://osuit.edu/center/student_syllabus_information

Course Schedule			
Schedule	**Topic**	**Assignment**	**Due Date**
Module 1	Chapter 1 – Meet the Android	Quiz 1 – Chapter 1 Discussion Posts Learning Assignments	09/10/2017
Module 2	Chapter 2 – The Android User Interface	Quiz 2 – Chapter 2 Discussion Posts Learning Assignments	09/17/2017
Module 3	Chapter 3 – Android User Input, Variables and Operations	Quiz 3 – Chapter 3 Discussion Posts Learning Assignments	09/24/2017
Module 4	Chapter 4 – Icons and Decision-Making Controls	Quiz 4 – Chapter 4 Discussion Posts Learning Assignments	10/01/2017
Module 5	Chapter 5 – Android Lists, Arrays, and Web Browsers	Quiz 5 – Chapter 5 Discussion Posts Learning Assignments	10/08/2017
Module 6	Chapter 6 – Implementing Audio in Android Apps	Quiz 6 – Chapter 6 Discussion Posts Learning Assignments	10/15/2017
Module 7	Chapter 7 – Displaying Pictures in a GridView	Mid-term exam chapters 1-6 Quiz 7 – Chapter 7 Discussion Posts Learning Assignments	10/22/2017
Module 8	Chapter 8 – Using a DatePicker on a Tablet	Quiz 8 – Chapter 8 Discussion Posts Learning Assignments	10/29/2017
Module 9	Chapter 9 – Navigating with a Master/Detail Flow Activity on a Tablet	Quiz 9 – Chapter 9 Discussion Posts Learning Assignments	11/05/2017
Module 10	Chapter 10 – Creating Animation	Quiz 10 – Chapter 10 Discussion Posts Learning Assignments	11/12/2017
Module 11	Chapter 11 – Persistent Data	Quiz 11 – Chapter 11 Discussion Posts Learning Assignments	11/19/2017
Module 12	Chapter 12 – Publishing Your Android App	Quiz 12 – Chapter 12 Discussion Posts Learning Assignments	11/26/2017
Module 13	Final Lab	Discussion Posts Learning Assignments	12/03/2017
Module 14	Final Exam & Portfolio	Final Exam Chapters 1-11 Available through Wednesday Portfolio	12/15/2017

Schedule is subject to change at instructor discretion.