# **Mobile Application Development**

**CSE 5236** 

#### **Credit Hours:**

3.00

#### **Course Levels:**

Undergraduate (1000-5000 level) Graduate (5000-8000 level)

#### **Course Components:**

Lecture

### **Course Description:**

Mobile application development frameworks; Architecture, design and engineering issues, techniques, methodologies for mobile application development.

#### **Prerequisites and Co-requisites:**

Prereg: 3901 or 3902 or 3903 (560).

#### **Course Goals / Objectives:**

- Be competent with the characterization and architecture of mobile applications
- Be competent with understanding enterprise scale requirements of mobile applications
- Be competent with designing and developing mobile applications using at least 2 mobile application development frameworks
- Be competent with comparatively evaluating the capabilities of at least 2 mobile application development frameworks
- Be exposed to technology and business trends impacting mobile applications

## **Course Topics:**

- Characteristics of mobile applications
- History of mobile application frameworks
- Overview of mobile application development languages Objective C and Java
- Application models of mobile application frameworks
- User-interface design for mobile applications
- Managing application data
- Integrating with cloud services
- Creating enriched user interfaces. Multi-touch and gesture-based applications
- Integrating networking, the OS and hardware into mobile-applications
- Addressing enterprise requirements in mobile applications performance, scalability, modifiability, availability and security
- Testing methodologies for mobile applications
- Publishing, deployment, maintenance and management
- Case studies in mobile applications

## **Designation:**

Elective