

Course Name: Mobile Computing	Course Code: ITSE3211
Pre-Requisite: 1. Object Oriented Programming 2. Introduction to Web Technology	Credit Hours: 3
Passing Grade: C	Level: Year 3
No. Of Theory & Practical Hours : 0:4	
Goal: To equip students with technical and practical knowledge of Mobile Application Development.	
Objectives: The course should enable the student to : 1. Understand mobile operating systems. 2. Develop real time mobile and wireless computing applications. 3. Use database in mobile applications. 4. Develop 2D graphics in mobile and wireless applications	
Outcomes The students should be able to:	Method
1. Analyze mobile operating systems	Theory
2. Discuss different mobile and wireless applications that offer to people, employees, and businesses	Theory
3. Analyze different phases in mobile application development	Theory
4. Develop, test, and debug software for mobile and wireless devices	Practical
5. Work with the various layout controls	Practical
6. Use database to store, manage, and share application data	Practical
7. Develop 2D graphics in mobile and wireless applications	Practical
Hardware /Software Tools: 1) Android Studio OR 2) QT Creator OR 3) DOTNET	
Text Book: Rogers. R, Lombardo. F, Mednieks. Z, and MeikeOReilly. B(2009), Android Application Development, First Edition, O'Reilly, 336 Pages	
Reference Book: Burnette. E (2009), Hello Android, Second Edition, The Pragmatic Programmers, LLC, 251 Pages	

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