CROSS-PLATFORM MOBILE APPLICATION DEVELOPMENT —
ISTC 2330

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:**
  - ISTC 1510: Web Programming I
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- **Corequisites:** None
- **MnTC Goals:** None

This course is designed to introduce students to the concepts of cross-platform application development utilizing web technologies. Students will build web applications that can be deployed to various mobile desktop operating systems.

B. Course Effective Dates: 8/22/11 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Construct complex web applications
2. Understand how to deploy web applications to mobile and desktop operating systems.
3. Understand native development versus cross-compiling.
4. Use native device features in a web application.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information
None noted