



## 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 and to get them started in developing mobile applications. Participants will build mobile applications while learning what makes mobile applications different from desktop applications. All prerequisites must be met to take this course, or have an instructor approval. Prerequisite: ISTC1510 Web Programming I

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

### C. Outline of Major Content Areas

As noted on course syllabus

### D. Learning Outcomes

1. multimedia on mobile
2. set up a development environment
3. understand device differences
4. understand native development vs. cross-compiling
5. understand platform differences
6. understand the differences between mobile development, browser development and desktop development
7. use Geolocation
8. use a device accelerometer
9. use device databases
10. use device emulators

11. using user locales
12. work with device contacts
13. work with the device calendar
14. working with user gestures

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

**F. Learner Outcomes Assessment**

As noted on course syllabus

**G. Special Information**

None noted