ANDROID PROGRAMMING — ISTC 2130

A. Course Description

- Credits: 3.00
- Lecture Hours/Week: 2.00
- Lab Hours/Week: 1.00
- OJT Hours/Week: 0
- Prerequisites:
  - ISTC 1300: Introduction to Programming
- Corequisites: None
- MnTC Goals: None

This course covers technologies used to create mobile applications using the Android-based operating environment. Students will learn the concepts required to create the applications using the Android Software Development Kit. Students are expected to have a working knowledge of Java. Prerequisite: ISTC1300 Introduction to Programming or equivalent programming experience.

B. Course Effective Dates: 1/12/15 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Create activities
2. Create multiple views
3. Define permissions
4. Define the four fundamental components of Android applications
5. Design using the various layout managers
6. Generate dynamic content
7. Set up the development environment
8. Understand the activity lifecycle
9. Understand the layers in the Android platform
10. Understand various techniques for persistence
11. Use simple persistence
12. Use the Android Software Development it (SDK)
13. Work with Broadcast Receivers
14. Work with Intents
15. Work with fragments
16. Work with menu commands
17. Work with threads and Async tasks

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

F. Learner Outcomes Assessment

   As noted on course syllabus

G. Special Information

   None noted