

CSIT 166

Introduction to Mobile Applications Development

4 Credits

Community College of Baltimore County Common Course Outline

Description

CSIT 166 – Introduction to Mobile Applications Development: provides an introduction to mobile application development including features, capabilities, and limitations of mobile application platforms. Students plan, design, implement, and troubleshoot mobile applications.

Pre-requisites: CSIT 111 or permission of the Program Coordinator

Overall Course Objectives

Upon completion of this course, students will be able to:

1. identify the steps in the app development life cycle;
2. summarize the features, capabilities, and limitations of mobile platform applications;
3. install mobile development platforms;
4. use multiple platforms to plan, design, and implement mobile applications;
5. apply software design methodologies to mobile application development;
6. implement cross-platform mobile applications;
7. analyze software development kits for each platform;
8. use mobile application emulators to assess functionality;
9. troubleshoot mobile applications using various techniques throughout the app development life cycle;
10. describe the steps and processes needed to publish a mobile application;
11. discuss challenges and opportunities in the mobile application development industry; and
12. discuss trends in the mobile application market.

Major Topics

- I. Overview of mobile application development
 - a. Trends in the mobile market
 - b. Application design considerations
 - c. Challenges and opportunities in the mobile application development industry
- II. App development life cycle
 - a. Android
 - b. iOS
- III. Installation and setup of mobile development platforms
 - a. Android
 - b. iOS

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

- c. Cross-platforms
- IV. Understanding mobile platforms
 - a. Android
 - b. iOS
 - c. Cross-platforms
- V. Developing mobile applications
 - a. Android
 - b. iOS
 - c. Cross-platforms
- VI. Software design methodologies
 - a. Android
 - b. iOS
 - c. Cross-platforms
- VII. Use of emulators
 - a. Android
 - b. iOS
- VIII. Troubleshooting mobile applications
 - a. Android
 - b. iOS
 - c. Cross-platforms
- IX. Publishing mobile applications to app stores

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- Six hands-on labs
- Four app development projects
- Two exams
- Comprehensive final exam and/or comprehensive final project

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