(facul	ty stamp) COURSE DESC	RIPTION	Z1-PU7	WYDANIE N1	Strona 1 z 2		
1. C	ourse title: PROGRAMMING OF MOBILE DEVICE	S	2. Course cod	2. Course code PoMD			
3. Va	alidity of course description: 2017/2018						
4. Le	evel of studies: 1st cycle of higher education						
5. M	ode of studies: intramural studies						
6. Fi	eld of study: Macrofaculty		RAU				
7. Pi	rofile of studies:						
8. Pi	rogramme:						
9. Se	emester: 7						
10. Faculty teaching the course: Faculty of Automatic Control, Electronics and Computer Science							
11. Course instructor: dr inż. Piotr Fabian							
12. Course classification: common courses							
13. Course status: optional course							
14. L	.anguage of instruction: English						
15. F	Pre-requisite qualifications: It is assumed, that the	student has elementary ski	ills in computer pro	ogramming.			
16. Course objectives: The aim of the course is to provide techniques for developing applications for mobile devices with restricted computing							
power and memory. The main focus is on design and optimization of applications and user interfaces for devices like smartphones, tablet PCs,							
phat	olets. Within the course, students will acquire the ab	ility to create applications fo	r Android, Window	s Phone, iOS.			
17. [	Description of learning outcomes:						
Nr	Learning outcomes description	Method of assessment	Teachir	ng methods	Learning outcomes reference code		
1	Knows the most commonly used in mobile	Written test	Lecture		K1A_W3		
	devices operating systems						
2	Can design a mobile application taking into	Computer program	Laboratory		K1A_U10		
	account hardware limitations						
3	Can design user interfaces of mobile applications	Computer program	Laboratory		K1A_U3		
4	Can use software libraries for own mobile	Computer program	Laboratory		K1A_U1, K1A_U3		
	applications						
5	Is able to cooperate in a group, taking different	Computer program	Laboratory		K1A_U2, K1A_K3		
	roles in the design and development process						
	eaching modes and hours						
	ure / BA /MA Seminar / Class / Project / Laboratory						
	7 - Lecture 15 hours, Laboratory 30 hours						

19. Syllabus description:

Lecture:

Introduction. Architecture of mobile devices. Differences between applications for desktop computers and mobile devices. Mobile devices based on Linux. The Android operating system. Android Studio. Event handling. Localization of programs, applets. Multithreaded applications. The Windows Phone operating system. The Universal Windows Platform. The Xamarine platform. Other mobile operating systems. Security of systems and applications.

## Laboratory:

Small programming exercises and one individual programming assignment.

#### 20. Examination: -

### 21. Primary sources:

- 1. Web Android tutorials: https://developer.android.com/training/index.html
- 2. Xamarin tutorials for developers: https://developer.xamarin.com/
- 3. Shane Conder, Lauren Darcey: Android. Programowanie aplikacji na urządzenia przenośne. Helion 2011
- 4. Eugene Chuvyrov, Henry LeeL Windows Phone 7. Tworzenie efektownych aplikacji, Helion 2011
- 5. Paweł Niedzin, Bartosz Polender: iPhone programowanie dla początkujących, 2012

# 22. Secondary sources:

- 1. Andy Wigley, Daniel Moth, Peter Foot: Mobile Development Handbook
- 2. Andy Wigley, Stephen Wheelwright: .NET Compact Framework
- 3. Ivo Salmre: Writing Mobile Code
- 4. Paul Yao, David Durant: .NET Compact Framework Programming with C#

# 23. Total workload required to achieve learning outcomes

Lp.	Teaching mode :	Contact hours / Student workload hours
1	Lecture	15 / 15
2	Classes	-/-
3	Laboratory	30 / 15
4	Project	/
5	BA/ MA Seminar	/
6	Other	- / -
	Total number of hours	45 / 30
24. Tot	al hours: 75	
25. Nui	nber of ECTS credits: 3	
26. Nui	nber of ECTS credits allocated for contact hours:	1
27. Nu	nber of ECTS credits allocated for in-practice hou	rs (laboratory classes, projects): 2
	nments: —	rs (laboratory classes, projects): 2

Approved:

(date, Instructor's signature)

(date , the Director of the Faculty Unit signature)