

MOBILE DEVELOPMENT TECHNOLOGY (MDT)

MDT-340 IOS App Development (3)

Presents IOS development for Apple devices, including the iPhone, iPad and iPod touch using a project-based approach. Introduces Swift and mixed language programming. Includes development using the MVC design pattern within the Cocoa Touch Framework. Projects include user interfaces and touch screen interactions, sensors such as the GPS, Sprite Kit and other common libraries. Arts & Sciences Elective Code: B

Hours per week: 2.0 lecture, 2.0 lab

Prerequisite: Minimum C- in CIS-171, CIS-622 or CSC-142.

MDT-350 Android App Development (3)

Building on a foundation of Java programming, this course introduces students to Android development for phone and tablet devices. The course takes a project approach after exploring Android fundamentals including activities, services, providers, receivers, notifications and intents. Development tools include the Android SDK, emulators and the Eclipse IDE. Projects involve graphical user interfaces, touch screen interactions, data storage and sensors using standard libraries and APIs.

Arts & Sciences Elective Code: B

Hours per week: 2.0 lecture, 2.0 lab

Prerequisite: Minimum C- in CIS-171, CIS-172 or CSC-142.