



Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

4DV114 Plattformsberoende mobil utveckling, 4 högskolepoäng

Cross platform Mobile Development, 4 credits

Main field of study

Computer Science

Subject Group

Informatics/Computer and Systems Sciences

Level of classification

Second Level

Progression

A1N

Date of Ratification

Approved 2015-04-28

Revised 2018-04-23 by Faculty of Technology. Removal of ECTS-grading scale.

The course syllabus is valid from spring semester 2019

Prerequisites

Bachelor degree in Computer Science or equivalent subject. Candidates that do not fulfill these prerequisites can have their relevant working experience validated as a prerequisite knowledge. In principle two years of relevant working experience are considered equivalent to one year of university studies at basic level.

Objectives

Upon completion, the students should be able to:

- Have a deep knowledge of the software development processes for web and mobile development.
- Have good set of skills and abilities for using different development tools and frameworks for deploying cross platform web and mobile applications and services.
- Have a good knowledge of server side technologies for deploying cross platform web and mobile applications
- Has the ability to make proper design choices of web and mobile technologies for solving a problem in a particular domain.
- Be able to plan, create and deploy a cross platform application.

Content

In this course students learn on how to make best design decisions on cross platform solutions as well as which frameworks and tools can be utilized for implementing those solutions.

The course comprises:

- An overview of relevant concepts and contemporary cross- platform development approaches for web and mobile applications.
- Code design and mobile architectures for cross-platform development.
- Cross-platform development frameworks (i.e. PhoneGap, Titanium, Xamarin etc.)
- Effective user interfaces for multiple deployment scenarios

Type of Instruction

Lectures, mandatory seminars and workshops

Examination

The course is assessed with the grades Fail (U) or Pass (G).

Assessment in this course will be comprised of: written and oral examinations, assignments as well as seminar work.

Course Evaluation

During the course or in close connection to the course, a course evaluation is to be carried out. The result and analysis of the course evaluation are to be communicated to the students who have taken the course and to the students who are to participate in the course the next time it is offered. The course evaluation is carried out anonymously. The compiled report will be filed.

Required Reading and Additional Study Material

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Scott Olson, John Hunter, Ben Horgen, Kenny Goers (Latest edition) Professional Cross-Platform Mobile Development in C#, Wrox Publishing

Scientific articles distributed by Department of Computer Science 200 pages

Other online resources