

MONTGOMERY COLLEGE
Rockville Campus
Engineering, Physical and Computer Sciences Department
CMSC234 Mobile Game & App Programming

Instructor Information

Name:
Mailbox:
Email:
Office Hours:

Office Location:
Office Phone:

Course Information

Semester:
Class starts:
Class Meetings:
Midterm Exam:

Course CRN:
Class ends:
Classroom:
Final Exam:

Check MyMC class schedule for your Specific Deadline to Drop without a grade W or to change from audit to credit or from credit to audit

Check MyMC class schedule for your Specific Refund Deadlines

Course Description

Focuses on building computer applications and games that can run on mobile devices supporting Java language and other technologies. Content includes an overview of mobile development, design user interface for mobile devices, data storage and operations, animation, sound, Internet connectivity, and other topics related to the mobile programming. **PREREQUISITE(S):** CMSC 201 *or consent of department. Three hours each week. (Formerly CS 261).*

3 semester hours

Course Outcomes

#	Upon completion of the course, the student will be able to:
1.	Analyze prototypes, design, develop and produce a few mobile games
2.	Create simple mobile applications and games using up-to-date technologies.
3.	Describe the theoretical and physical aspects of a mobile game and application development.
4.	Use the syntax and idioms of the mobile platform, install, configure, and use different tools for mobile development.

Course Materials

Textbook: Murach's Android Programming, 2nd Edition
Author: Joel Murach
Publisher: Murach
ISBN: 978-1-890774-93-6

Grade Basis

Midterm Exam	15%
Final Exam	20%
Quizzes on Reading Assignments	15%
Course Project	20%
Assignments	30%
Total:	100%

Grading Scale:

90 - 100%	A
80 - 89%	B
70 - 79%	C
60 - 69%	D
Below 60%	F

General Class Policies

- ❖ You are responsible for all work missed, and for meeting assignment due dates when absent. Please call or email your instructor if you are going to be late or absent.
- ❖ You are strongly encouraged to contact your instructor at home by phone or e-mail if you are having difficulties, or have any questions about assignments.
- ❖ Please include your name and the course information in the submitted assignments.
- ❖ Incomplete assignments receive no more than 50% of the grade.
- ❖ Assignments are considered incomplete, if they do not compile, they do not contain reasonable comments.
- ❖ There is always a means to submit your assignments on time. Be creative, be persistent, and keep your instructor informed!
- ❖ All assignments (Tests, Quizzes, Assignments, and Projects) must be turned in on or before the due dates to receive full credits.
- ❖ Missed Tests, Quizzes, Assignments, and Projects: NO MAKEUPS without a doctor's excuse. If the Final Exam is not taken, the student will receive a grade of F for the course.

Course Topics

Topics
How to start your first Android app
How to finish your first Android app
How to test and debug an Android app
How to work with layouts and widgets
How to handle events
How to work with themes and styles
Course Project - Check-in
How to work with menus and preferences
Midterm Exam
How to work with fragments
How to work with threads, files, adapters, and intents
How to work with services and notifications
How to work with broadcast receivers
How to work with SQLite databases
How to work with tabs & custom adapters
How to work with content provider
How to work with tabs & custom adapters
Final Exam