	MOBILE PROGRAMMING I									
1	Course Title:	MOBILE	PROGRAMMING I							
2	Course Code:	BLPS239	)							
3	Type of Course:	Optional								
4	Level of Course:	Short Cy	cle							
5	Year of Study:	2								
6	Semester:	3								
7	ECTS Credits Allocated:	3.00								
8	Theoretical (hour/week):	2.00								
9	Practice (hour/week):	0.00								
10	Laboratory (hour/week):	0								
11	Prerequisites:	None								
12	Language:	Turkish								
13	Mode of Delivery:	Face to f	ace							
14	Course Coordinator:	Öğr. Gör. RUKİYE TOPUZ								
15	Course Lecturers:	Meslek Yüksekokulları Yönetim Kurullarının görevlendirdiği öğretim elemanları								
16	Contact information of the Course Coordinator:	rtopuz@uludag.edu.tr 0224 294 26 77								
17	Website:									
18	Objective of the Course:	To enable students to explain the basic features of mobile devices and to be able to develop applications for mobile devices.								
19	Contribution of the Course to Professional Development:	Uses mathematical skills in the professional field. Takes part in software (PC, network environment and internet) planning and design. Finds solutions to problems that will arise by thinking algorithmically in the professional field.								
20	Learning Outcomes:									
		1	To understand mobile systems and development tools							
		2	To develop applications for mobile devices							
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21	Course Content:	uras Contonti								
Mook	Theoretical	CO	urse Content: Practice							
1	Fundamentals of software and mobil (Mobile Websites, Native and Web	e devices								
2	Application)  Software Development Basics for An	droid								
	iOS and WindowsPhone									
3	Using Sensors (Accelerometer, Orien Compass)	itation,								

USIII	sing Camera and Pictures																
			nterne	et con	nection	and											
	vents (Network, Button and Application																
Worl	orking with file system																
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Worl	orking with database																
Worl	orking with different screen sizes																
Prep	eparing a game with using canvas																
Publ	lishin	g pro	gramn	nes or	the st	ore											
									<ul> <li>- Apache Cordova 3 Programming, John M. Wargo;</li> <li>- PhoneGap 3 Beginners Guide, Giorgio Natili;</li> <li>- PhoneGap 3.x Mobile Application Development Hotshot, Gerard Braad;</li> <li>- PhoneGap Beginners Guide, Andrew Lunny;</li> <li>- PhoneGap Essentials, John M. Wargo</li> </ul>								
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