MOBILE PROGRAMMING I									
1	Course Title:	MOBILE	PROGRAMMING I						
2	Course Code:	BLPS230	07						
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	earning Outcomes:								
		1	To understand mobile systems and development tools						
		2	To develop applications for mobile devices						
		3							
		4							
		5							
		6							
		7							
		8							
		9							
	0	10							
21	Course Content:		unas Cantonti						
Mode	Theoretical	Co	urse Content:						
vveek 1	Theoretical Fundamentals of software and mobile	e devices	Practice						
'	(Mobile Websites, Native and Web Application)	e devices							
2	Software Development Basics for An iOS and WindowsPhone	droid,							
3	Using Sensors (Accelerometer, Orier Compass)	ntation,							

4	Using Camera and Pictures							
5	Using phonebook and sending bulk messages							
6	Control of the internet connection and working offline	d						
7	Events (Network, Button and Applica events)	tion						
8	Working with file system							
9	Using Location service and maps (GeoLocation)							
10	Using notifications							
11	Working with database							
12	Working with different screen sizes							
13	Preparing a game with using canvas							
14	Publishing programmes on the store							
22	Textbooks, References and/or Other Materials:		<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>					
23	Assesment							
TERM L	EARNING ACTIVITIES	NUMBE R	WEIGHT					
Midtern	n Exam	1	40.00					
Quiz		0	0.00					
Home v	work-project	0	0.00					
Final E	xam	1	60.00					
Total		2	100.00					
Contribution of Term (Year) Learning Activities to Success Grade			40.00					
Contrib	ution of Final Exam to Success Grade	9	60.00					
Total			100.00					
Measur Course	•	sed in the	Measurement and evaluation are carried out according to the principles of Bursa Uludağ University Associate and Undergraduate Education Regulation.					
24	ECTS / WORK LOAD TABLE							

Activites								1	Numb	er		Dura	Duration (hour)			Total Work Load (hour)	
Theoretical									14			2.00	2.00			28.00	
Practicals/Labs									0			0.00	0.00			0.00	
Self study and preperation									14			1.00	1.00			14.00	
Homeworks									1			1.00	1.00			1.00	
Projects								4	4			3.00	3.00			12.00	
Field Studies								(	0			0.00	0.00			0.00	
Midterm exams								1	1			10.00	10.00			10.00	
Others									0			0.00	0.00			0.00	
Final Exams									1			20.00	20.00			20.00	
Total Work Load																95.00	
Total work	Total work load/ 30 hr															2.83	
ECTS Cre	ECTS Credit of the Course															3.00	
25																	
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16	
ÖK1	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ÖK2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		l	LO: Learning Objectives PQ: Program Qualifications												1	1	

3 Medium

4 High

5 Very High

Contrib ution Level:

1 very low

2 low