



<b>Course title</b>	<b>Mobile Technologies and Programming</b>
<b>Institute/Division</b>	Faculty of Computer Science and Mathematics/ Department of Computer Science
<b>Course code</b>	F-1.MT
<b>Erasmus subject code*</b>	11.3
<b>Number of contact hours**</b>	45 lecture hours (45h)
<b>Course duration</b>	1 semester (Spring)
<b>ECTS credits</b>	6
<b>Course description</b> (max 100 words)	The main objective of this course is to provide the basic knowledge and skills on the development of mobile applications based on Kotlin language and IntelliJ IDEA with Android support plugin. Also, some basic concepts related to build web application based on Responsive Web Design were introduced in order to provide the necessary knowledge on start the design and development of mobile web applications. Getting to know the basic tools and components used to build the application on Android Platform such as application object, activities, layouts, services toasts, fragments, specific resources, broadcast receivers, SQLite and Firebase Realtime Databases.
<b>Literature</b>	<ol style="list-style-type: none"><li>1. C. Collins, M. Galpin, M. Kaeppler, Android in Practice, Manning Publications Co., 2012</li><li>2. J. Skeen, D. Greenhalgh, Kotlin Programming: The Big Nerd Ranch Guide, Big Nerd Ranch Guides, 2018.</li><li>3. J. McCallister, Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business, CreateSpace Independent Publishing Platform, 2014</li><li>4. J. Nielsen, R. Budiu, Mobile Usability, New Riders; 1 edition, 2012.</li><li>5. F. Hussain, Responsive Web Design by Example: Embrace responsive design with HTML5, CSS3, JavaScript, jQuery and Bootstrap 4, Packt Publishing; 3rd Revised edition edition, 2017.</li><li>6. Kotlin Programming Language, <a href="https://kotlinlang.org/docs/reference/">https://kotlinlang.org/docs/reference/</a>.</li><li>7. Android Developers, <a href="https://developer.android.com/reference">https://developer.android.com/reference</a>.</li><li>8. Firebase RealTime Database, <a href="https://firebase.google.com/docs/database">https://firebase.google.com/docs/database</a>.</li></ol>
<b>Course type/organization</b>	Lectures and laboratories
<b>Assessment method</b>	Laboratory exercises
<b>Prerequisites</b>	Knowledge of one object-oriented programming language and basic knowledge of HTML5 and Java Script
<b>Primary target group</b>	3-th year students
<b>Contact person</b>	Andrzej Wilczyński, B.Eng., M.Eng., <a href="mailto:andrzej.wilczynski@pk.edu.pl">andrzej.wilczynski@pk.edu.pl</a>
<b>Remarks</b>	

\*please insert one of the following codes:

- 11.0 Mathematics, Informatics
- 11.1 Mathematics
- 11.2 Statistics
- 11.3 Informatics, Computer Science
- 11.4 Artificial Intelligence
- 11.5 Actuarial Science
- 11.9 Others Mathematics, Informatics

\*\*1 lecture hour=45 minutes