



## ESOGÜ Mathematics and Computer Sciences COURSE INFORMATION FORM

<b>SEMESTER</b>	Spring
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<b>COURSE CODE</b>	821618011	<b>COURSE NAME</b>	Android Programming
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	TYPE	LANGUAGE
8	3	0	0	3	5	COMPULSORY ( ) ELECTIVE (x )	Turkish

### COURSE CATAGORY

Mathematics	Computer	Social Science
x		

### ASSESSMENT CRITERIA

	Evaluation Type	Quantity	%
<b>MID-TERM</b>	1st Mid-Term	1	50
	2nd Mid-Term		
	Quiz		
	Homework		
	Project		
	Report		
	Others (.....)		
<b>FINAL EXAM</b>		1	50

<b>PREREQUIEITE(S)</b>	Java
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<b>COURSE DESCRIPTION</b>	Gives an introduction to basic (artificial) neural network architectures and learning rules. Emphasis is placed on mathematical analysis of these networks, on methods of training them, and on their application to practical problems
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<b>COURSE OBJECTIVES</b>	The course will teach a variety of neural networks and introduce the theory of some neural networks.
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<b>ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUATION</b>	Learn to design the neural network similar to human neural network and application to real –life problems.
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<b>COURSE OUTCOMES</b>	<ul style="list-style-type: none"> <li>Learn general concepts related to Mobile Programming</li> <li>To understand the structure of mobile programming on different platforms</li> <li>In C # and Java language to create instances using different platforms and enhance students' programming skills through these examples</li> </ul>
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<b>TEXTBOOK</b>	Bill Phillips, Brian Hardy, "Android Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides)", 2013
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<b>OTHER REFERENCES</b>	Jeff McWherter, Scott Gowell," Professional Mobile Application Development, John Wiley & Sons, Inc.", 2012
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<b>TOOLS AND EQUIPMENTS REQUIRED</b>	
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## WEEKLY PLAN OF THE COURSE

Week	Topics
1-	Introduction to mobile programming
2-	Mobile Programming platforms and market dominance of these platforms
3-	Android operating systems installation
4-	Introduction to programming mobile with Android platform
5-	Android platform application development tools and the use of these tools
6-	Screen design on the Android platform
7-	Internet connection and data handling between pages on the Android platform
8-	Midterm Exam
9-	Using XML data capture, recording transactions on the Android platform
10-	To use the camera on the Android platform
11-	Database concepts and database transactions on the Android platform
12-	The use of maps on the Android platform
13-	To export improved Project and create apk
14-	Current android programming examples
15,16	Final

NO	OUTCOMES OF THE PROGRAMME	4	3	2	1
1	Adequate knowledge of mathematics, science and Computer Engineering; ability to practice theoretical and practical knowledge of these areas into modeling and solving problems of Computer Engineering		x		
2	Ability to identify complex engineering problems in Computer Engineering and related fields, for this purpose having skills to formulate, select and apply appropriate methods.	x			
3	Having skills to apply modern design methods to design a complex system, equipment or product that should work under realistic conditions and constraints and satisfy specific requirements concerning the Computer Engineering.			x	
4	Having skills to develop, select and apply modern techniques and tools needed for Engineering applications, skills to use information technology effectively.		x		
5	Skills to design and conduct tests, collect data, analyze results, and interpret data for the experimental investigation of Computer Engineering problems		x		
6	Ability to function effectively as an individual and as a member of teams within the discipline and in multidiscipline areas.		x		
7	Communicating effectively in oral and written form in Turkish and one foreign language.		x		
8	Awareness of the necessity of lifelong learning, access to information, monitoring developments in science and technology and the ability to self-renewing		x		
9	Understanding of professional and ethical responsibility		x		
10	Information on project management, change management and risk management practices, awareness on entrepreneurship, innovation and sustainable development.		x		
11	Information about universal and societal effects of engineering applications on health, safety and environment; awareness of the legal consequences of engineering solutions.		x		

**Instructor(s):** Dr. Özer ÇELİK

**Signature:**

**Date:**