

# CS 345 section 1, Fall 2015

**Instructor:** Michael Kowalczyk

**Office:** 2222 Jamrich Hall

**Office Phone:** 227-1600

**Office Hours:** 11:00am - 11:50am MWRF, or by appointment

**Email:** mkowalcz@nmu.edu

**Class Meetings:** 12:00noon – 12:50pm MWRF in 124 McClintock

**Course Website:** <https://educat.nmu.edu/>

## Overview:

This course teaches how to write native mobile applications for the Android operating system using Java. Topics include developing familiarity with Android design tools, basic application writing, GUI creation, events, and network programming.

## Prerequisites:

CS 222 or instructor permission.

## Textbook:

Android Programming – The Big Nerd Ranch Guide (2<sup>nd</sup> edition), by Bill Phillips, Chris Stewart, Brian Hardy, and Kristin Marsicano (required).

## Course objectives:

CS 345 forms part of the core for the Mobile and Web Application Development major, and also serves as an elective course for Computer Science majors. Upon successful completion of CS 345, a student should be able to write native mobile applications targeting the Android operating system, using the following constructs:

- Layouts
- Activities
- Fragments
- Intents
- SQLite databases

Evaluation of these learning outcomes will be done through assessments (quizzes and/or exams).

## Equipment:

You will need your NMU laptop (or some similar equipment) to install the Android SDK on and to carry out your software development on.

## Grading:

Grades will be based on quizzes, exams, and assignments. Exams will always be announced in advance, but quizzes might be given during any class session. The relative weight of each graded item depends on its size and/or complexity. Also, some assignments may be given no weight at all – these assignments are valuable for your learning and growth as a programmer, but do not affect your grade directly.

## Academic Conduct:

I work hard, with honesty and integrity; I expect my students to do the same.

**Handing in Programs and Late Policy:**

Programming assignments are handed in electronically. You can hand them in or revise them as often as you like up to the deadline. Once a programming assignment deadline passes, the hand-in directory closes, and no further submissions or revisions will be accepted. Don't wait until the last minute to hand something in. Also remember that it is much better to turn in a partly completed assignment than nothing at all. In particular, it helps me understand where you might be having trouble.

**Final Exam Date & Schedule Conflicts:**

The final exam will be on Tuesday, December 8 from 12:00noon until 1:50pm. Any other exams will be announced throughout the semester. Any conflicts with the exams (due to religious observances, other coursework, intercollegiate athletics, etc) must be made known to me as soon as you are aware of the conflict.

**Laptop Use:**

You are responsible for keeping your laptop in good working condition and making frequent backups of your work. Note that the helpdesk does not backup your work if they need to fix your laptop (unless you want to pay them a fee), so make frequent backups to hardware external to your laptop *before* a crisis strikes.

**Disability Services:**

If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Dean of Students Office at 2001 C. B. Hedgecock Building (227-1700). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.