



BAKER COLLEGE
STUDENT LEARNING OUTCOMES

CS3410 Programming for Mobile Devices

3 Semester Hours

Student Learning Outcomes and Enabling Objectives

1. Analyze situations and opportunities with the use of mobile devices.
 - a. Explore the technological needs and habits of society related to mobile devices.
 - b. Prepare a plan using a mobile device to solve a societal need.
2. Program a mobile device by developing a usable app.
 - a. Select the appropriate platform to program a mobile device.
 - b. Identify the tools needed to develop a mobile device app.
 - c. Use development tools to write an app for a mobile device.
 - d. Design icons for a mobile device app using GUI.
 - e. Ensure the app will work on multiple mobile devices.
3. Determine the different ways to distribute a mobile app.
 - a. Explore how different mobile platforms handle distribution of apps.
 - b. Examine the best distribution method for a given mobile app.
4. Analyze what resource constraints are limiting your mobile application.
 - a. Identify how much memory your application has access to.
 - b. Describe how an app impacts the memory of a mobile device.
 - c. Identify what peripherals are available for your application to use.
 - d. Identify workarounds if needed peripherals are not available on a user's device

Big Ideas and Essential Questions

Big Ideas

- Programming mobile devices
- Programming languages
- Distributing mobile applications
- Resource constraints with mobile applications
- Differences between mobile platforms

Essential Questions

1. How do you program a mobile device?
2. What is the purpose for programming mobile devices?
3. What are the capabilities of mobile technology?
4. In what ways can you distribute your mobile applications?
5. How do you deal with any resource constraints?
6. How do you make sure all users get a consistent view of your mobile application?

These SLOs are approved for experiential credit.

Effective: Spring 2022