

BAKER COLLEGE STUDENT LEARNING OUTCOMES

GSD3510 Android Mobile Application Development

Student Learning Outcomes & Enabling Objectives

1. Use of the developer environment

a. Demonstrate use of the Android software developer kit. (<u>http://developer.android.com</u>)

- b. Demonstrate use of Kotlin
- c. Demonstrate interoperability of Java and Kotlin
- d. Troubleshoot
- 2. Discover theory and design terminology
 - a. Apply the basic building blocks of an Android application
 - b. Apply the Activity Class
 - c. Apply Fragments
 - d. Apply Intents
 - e. Apply the Singleton class
 - f. Apply Lifecycle methods
 - g. Apply application navigation
 - h. Apply logging
 - i. Apply ViewModel and LiveData objects
- 3. Use the Room database object
 - a. Set up a database
 - b. Configure a database
 - c. Interact with a database
- 4. Use Coroutines to handle background processes

- a. Move data
- b. Fetch live data
- 5. Use the RecyclerView
 - a. Display lists and grids
 - b. Make items clickable
- 6. Connect to the internet
 - a. Connect to a web service
 - b. Retrieve and display data
 - c. Handle network errors
- 7. Design for accessibility
 - a. Work with themes and styles
 - b. Work with material design
- 8. Build an application to work with many devices.
 - a. Utilize the Android Emulator
 - b. Select Access to your application
 - c. Utilize the application in older Android versions

Required Elements

- a. Setup and install the software developer kit and additional tools
- b. Create an Android Application

Big Ideas and Essential Questions

Big Ideas

- Familiarization with tools used for Android development
 - \circ Android SDK
 - Kotlin and Java interoperability
 - Android emulator
- Building Android applications that can be accessed on multiple devices

Essential Questions

- 1. Why use the Android SDK?
- 2. What are the key components of an Android application?
- 3. How do Kotlin and Java work together to create Android applications?
- 4. Why is Kotlin preferred over Java?
- 5. How do we create applications for different devices?

These SLOs are approved for experiential

credit. Effective: Fall 2022