CMSC 475
APPLICATIONS PROGRAMMING

CREDITS AND CONTACT HOURS
3 credits, 150 minutes of lecture per week

INSTRUCTOR OR COURSE COORDINATOR
John Hannan

TEXTBOOK AND/OR SUPPLEMENTAL MATERIAL
Apple iOS Documentation (available online)

COURSE INFORMATION
Description: Development of software for devices including smart phones, tablets, handheld units, and other general purpose computing platforms.
Prerequisite: CMSC 221, CMSC 311, CMSC 465
Designation: Elective

COURSE GOALS
Outcomes: Students will be able to:
Design, build and test a complete mobile application
Effectively use modern software development tools including Integrated Development Environments, Debuggers, and Profilers
Apply advanced programming language features such as asynchronous communication to solve problems
Apply design patterns such as Model-View-Controller to organize and solve problems

Relationship To Student Outcomes
This course supports Outcomes b, c, h, i, j, and k.

TOPICS COVERED
Due to the nature of this course, topics will vary depending upon the implementation platform chosen, but likely topics include:
Working with Integrated Development Environments
User Interface Design
Common Design Patterns
Data Management
Navigation Controls
Web Services
Maps and Location Services