

MOBILE APPLICATIONS FOR INFORMATION SYSTEMS

ANNOTATION

TO THE PROGRAM OF THE DISCIPLINE

Specialty 6-05-0612-03 Information management systems

Profiling Automated information processing systems

	Form of higher education		
	Full-time (full-time)	Correspondence	Part-time Short-time
Course	3	3	2
Semester	5	5	3
Lectures, hours	16	6	6
Laboratory classes, hours	34	4	4
In-class test (semester, hours) -	-	5 (2 ч)	3 (2 ч)
Exam, semester	5	5	3
Contact hours	50	12	12
Independent study, hours	58	96	96
Total course duration in hours / credit units	108/3		

1. Course outline

The aim of the discipline is to acquire practical knowledge and skills in the field of mobile programming and the use of hardware capabilities of mobile devices..

2 Course learning outcomes

The objectives of the academic discipline are: acquiring knowledge on the principles of software development and organizing the process of creating mobile applications; mastering the skills of creating a visual user interface on the screen of a mobile device; studying ways to configure a mobile application, the structure and tags of configuration files, markup files; mastering methods for developing activities and ways of their interaction; studying the issues of protecting and ensuring the safety of mobile device data.

As a result of mastering the discipline the student must

know: basic concepts and technological platforms of mobile systems; composition, principles of operation and capabilities of the language used to create mobile applications; basics of programming services, system mechanisms, event processing; methods of working with the visual interface, files, images;

be able to: effectively use the developed capabilities of application programs and libraries; develop and host mobile applications; work in modern environments for creating mobile applications such as Android Studio;

to possess a skill: practical work on platforms such as Android Studio; knowledge of the principles of operation of modern mobile programming systems; ways to create mobile applications.

3 Competencies

Mastering this academic discipline must ensure the formation of the following competencies:

- Use platforms to develop mobile applications, taking into account the specifics of functioning, interaction and protection of mobile devices

4 Requirements and forms of midcourse evaluation and summative assessment

Defence of laboratory works - current, exam – intermediate, oral -written