

	<p style="text-align: center;">Iraq Ministry of Higher Education and Scientific Research University of Anbar Department of Information System</p>	
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MODULE DESCRIPTOR FORM

Module Information				
Module Title	MOBILE APPLICATIONS PROGRAMMING		Module Type	TYPE C
Module Code	ISDC422	ECTS Credits		6
Module Level	Fourth	Semester of Delivery		Eight
Administering Department	IS	Faculty	CSIT	
Module Leader	Mazin Abed Mohammed Abed	e-mail	Mazinalshujeary@uoanbar.edu.iq	
Module Leader's Acad. Title	Assistant Professor	Module Leader's Qualification		Ph.D
Module Tutor	Mazin Abed Mohammed Abed	e-mail	Mazinalshujeary@uoanbar.edu.iq	
Peer Reviewer Name	/	e-mail	/	
Review Committee Approval	DD/MM/YY	Version Number	2.0	

Relation With Other Modules	
Pre-requisites	/
Co-requisites	
Module Aims, Learning Outcomes and Indicative Contents	
Module Aims	<ol style="list-style-type: none"> 1. That the student understand what mobile systems are, and what are their types. 2. Understanding mobile application development requirements and challenges. 3. Understanding and developing basic Java applications. 4. Understanding and developing Android software. 5. Advanced application development from Android Studio for mobile devices. 6. Learning outcomes and methods of teaching, learning and assessment
Module Learning	A- Knowledge and understanding

Outcomes	<p>1 That the student understand what mobile systems are, and what are their types.</p> <p>2 To distinguish the different operating system concepts for mobile devices.</p> <p>3 Teaching how the Android mobile operating system works.</p> <p>4 The structure of the operating system and its components and the development of applications using Java. The student should know how to build important applications.</p> <p>Subject-specific skills</p> <p>1 The ability to understand the basic concepts of the operating system.</p> <p>2 The ability to choose the appropriate and specific type of design to represent the design of the mobile interface.</p> <p>. The ability to distinguish between the types of mobile systems, and what are their types.</p> <p>3 The ability to prepare the student to use mobile systems programming in applied sciences.</p> <p>4 The ability to represent the problem through the use of software concepts and technologies and multiple applications.</p> <p>. The basic functions of a mobile operating system.</p> <p>5 The ability to choose appropriate representation arguments according to the type of problem using Java.</p>
Indicative Contents	
Learning and Teaching Strategies	
Strategies	<p>A. Lectures.</p> <p>B. Working papers.</p> <p>C. case study or translation of a chapter from the help books.</p> <p>D. Submit an online study.</p>

Module Delivery	
Structured workload (h/w)	3
Unstructured workload (h/w)	5.1
Total workload (h/w)	8.1

Module Evaluation				
	Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome
Quizzes	1 or 2	6% (6)	5 or 5, 10	
Assignments	2	6% (6)	At the start	

Projects / Lab.	1	15% (15)	Continuous	
		5% (5)		
Midterm Exam	2 hr	18% (18)	8	
Final Exam	3 hr	50% (50)	16	All
Total		100% (100 Marks)		

Learning and Teaching Resources		
	Text	Available in the Library?
Required Texts		Yes/No
Recommended Texts		Yes/No
Websites		

Delivery Plan (Weekly Syllabus)	
	Material Covered
Week 1	MOBILE SYSTEM
Week 2	Overview of Multimedia in Android
Week 3	Mobile Applications Development
Week 4	Optimizations in Mobile Systems
Week 5	Mobile Embedded System.
Week 6	Mobile Phone Programming Languages
Week 7	MOBILE CLOUD
Week 8	Brief Introduction of Android and Its Framework
Week 9	- Quick Start on Android

Week 10	Examples
Week 11	Exam 1
Week 12	Mobile device architecture (Hardware, Software, Platform, Product line)
Week 13	Introduction of Key Concepts of Android
Week 14	Audio Implementations in Android
Week 15	Preparatory Week
Week 16	Final Exam

APPENDIX:

UNIVERSITY of Anbar				
GRADING SCHEME				
Group	ECTS Grade	% of Students/Marks	Definition	GPA
Success Group (50 - 100)	A - Excellent	Best 10%	Outstanding Performance	5
	B - Very Good	Next 25%	Above average with some errors	4
	C - Good	Next 30%	Sound work with notable errors	3
	D - Satisfactory	Next 25%	Fair but with major shortcomings	2
	E - Sufficient	Next 10%	Work meets minimum criteria	1
Fail Group (0 – 49)	FX – Fail	(45-49)	More work required but credit awarded	
	F – Fail	(0-44)	Considerable amount of work required	

Note:

NB Decimal places above or below 0.5 will be rounded to the higher or lower full mark (for example a mark of 54.5 will be rounded to 55, whereas a mark of 54.4 will be rounded to 54. The university has a policy NOT to condone "near-pass fails" so the only adjustment to marks awarded by the original marker(s) will be the automatic rounding outlined above.