BAKER COLLEGE
STUDENT LEARNING OUTCOMES

CS 3520 Advanced Android Mobile Application Development

3 Semester Hours

Student Learning Outcomes and Enabling Objectives

1. Create user interfaces within Android development.
    a. Discover how fragments can be used to optimize your user interface for different size screens
    b. Use the action bar and add notifications to your app
    c. Use Intents within applications
    d. Broadcast events system wide
2. Learn different ways of connecting to and using internet resources inside an Android App.
    a. Download and parse internet recourses
    b. Use the download manager
    c. Connect to an Android database
    d. Create content providers
3. Use the hardware sensors available
    a. Monitor the devices movement
    b. Use location based services
    c. Use the camera for pictures and video
    d. Manage the Bluetooth connection for connecting to another device
4. Explore advanced Android development ideas
    a. Explore cloud to device messaging
    b. Create copy protections for your apps
    c. Use in-app billing

Big Ideas

- Android User Interfaces
- Using outside content within your apps
- Accessing available hardware
- Researching advanced development ideas within Android developing

Essential Questions

1. What are the best ways of creating the user interface, and how do you make them scalable over multiple sized devices?
2. What hardware is available to your apps and how do you best use them?
3. What other sources of content can you use for your apps and how do you access them?
4. What other advanced topics do you have available to you and how can you use them to make your apps stand out from what is already available?

These SLOs are not approved for experiential credit.