CPS 251 Android Programming Effective Term: Fall 2021

Course Cover

Division: Business and Computer Technologies **Department:** Computer Science & Information Technology **Discipline:** Computer Science **Course Number: 251** Org Number: 13410 Full Course Title: Android Programming **Transcript Title:** Android Programming Is Consultation with other department(s) required: No Publish in the Following: College Catalog, Time Schedule, Web Page Reason for Submission: Course Change **Change Information: Course title Course description** Pre-requisite, co-requisite, or enrollment restrictions **Outcomes/Assessment Objectives/Evaluation Other:**

Rationale: To update the syllabus. Also, Android Studio is more geared towards using Kotlin over Java so we will be removing the Java word from the title and teaching Kotlin. In the future Android may recommend and adopt another language so we don't want the title stuck to one language. **Proposed Start Semester:** Fall 2021

Course Description: In this course, students create applications using Android Studio. These applications will run on Android devices. Students will use the latest Google-preferred programming language to develop these applications. Topics include graphical user interfaces, events, intents, view model, live data, database and other concepts for developing android applications. The title of this course was previously Android Programming Using Java.

Course Credit Hours

Variable hours: No Credits: 4 Lecture Hours: Instructor: 60 Student: 60 Lab: Instructor: 0 Student: 0 Clinical: Instructor: 0 Student: 0

Total Contact Hours: Instructor: 60 Student: 60 Repeatable for Credit: NO Grading Methods: Letter Grades Audit Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing College-level Reading & Writing

College-Level Math

Requisites Prerequisite CPS 161 minimum grade "C+"

General Education

General Education Area 7 - Computer and Information Literacy Assoc in Arts - Comp Lit Assoc in Applied Sci - Comp Lit Assoc in Science - Comp Lit

Request Course Transfer

Proposed For:

Student Learning Outcomes

1. Identify the different files used in creating Android applications.

Assessment 1

Assessment Tool: Outcome-related multiple-choice exam questions Assessment Date: Winter 2023 Assessment Cycle: Every Three Years Course section(s)/other population: All sections Number students to be assessed: All students How the assessment will be scored: Answer key Standard of success to be used for this assessment: 70% of the students will score 70% or better on the outcome-related questions Who will score and analyze the data: Departmental faculty

2. Demonstrate the various ways that data can be retrieved and saved on an Android device. Assessment 1

Assessment Tool: Student final programming projects Assessment Date: Winter 2023 Assessment Cycle: Every Three Years Course section(s)/other population: All sections Number students to be assessed: Random sample of 50% of all students with a maximum of 100 and a minimum of one full section How the assessment will be scored: Project rubric Standard of success to be used for this assessment: 70% of the students will score 70% or better on the student project Who will score and analyze the data: Departmental faculty

3. Identify the different types of layouts used in Android applications.

Assessment 1

Assessment Tool: Outcome-related multiple-choice exam questions Assessment Date: Winter 2023 Assessment Cycle: Every Three Years Course section(s)/other population: All sections Number students to be assessed: All students How the assessment will be scored: Answer key Standard of success to be used for this assessment: 70% of the students will score 70% or better on the outcome-related questions Who will score and analyze the data: Departmental faculty

4. Demonstrate the various graphical user interfaces used to create Android applications.

Assessment 1

Assessment Tool: Student final programming projects Assessment Date: Winter 2023 Assessment Cycle: Every Three Years Course section(s)/other population: All sections Number students to be assessed: Random selection of 50% of all students with a maximum of 100 and a minimum of one full section How the assessment will be scored: Project rubric Standard of success to be used for this assessment: 70% of the students will score 70% or better on the student project Who will score and analyze the data: Departmental faculty

Course Objectives

- 1. Identify the purpose of the Manifest file.
- 2. Demonstrate the use of the view model in preserving non-persistent data.
- 3. Create a textbox in Android.
- 4. Identify the purpose of the Gradle files.
- 5. Identify the purpose of the layout files.
- 6. Utilize an SQLite database to store persistent data.
- 7. Utilize intents to transfer data between activities.
- 8. Create a button in Android Studio.
- 9. Create a recycle view with a card view.
- 10. Identify the rationale for using a constraint layout.
- 11. Identify the purpose of a linear layout.
- 12. Identify a relative layout.

New Resources for Course

This course will use a book for study and have projects that the student to complete that will enforce the concepts taught.

Course Textbooks/Resources

Textbooks Manuals Periodicals Software

Equipment/Facilities

Other: Computer workstation/lab that can run the most current version of Android Studio

<u>Reviewer</u>	<u>Action</u>	Date
Faculty Preparer:		
Scott Shaper	Faculty Preparer	Nov 23, 2020
Department Chair/Area I	Director:	
Cyndi Millns	Recommend Approval	Nov 30, 2020
Dean:		
Eva Samulski	Recommend Approval	Dec 02, 2020
Curriculum Committee C	hair:	
Lisa Veasey	Recommend Approval	Jan 21, 2021
Assessment Committee C	hair:	
Shawn Deron	Recommend Approval	Jan 27, 2021
Vice President for Instruc	tion:	
Kimberly Hurns	Approve	Jan 30, 2021