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THE CHINESE UNIVERSITY OF HONG KONG
Print Course Catalog Details

May 10, 2023
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<u>Academic Org: Dept of Computer Sci & Engg – Subject: Computer Science</u>

Course: CSCI3310   **Course ID:** 009644   **Eff Date:** 2022-07-01   **Crse Status: Active**   **Apprv. Status:** Approved   【Course Rev】

Mobile Computing and Applications Development 流動計算和應用開發

This course aims at introducing various development considerations in mobile applications. Topics include: Fundamental concepts in user interface design, mobile file systems, networking and security issues, energy saving consideration in mobile application development. Graphics programming on mobile devices such as OpenGL ES will also be discussed.

本科旨在介紹流動應用程式的各種開發考慮,課程包括用戶界面設計的基本概念以及流動文件系統,網絡和安全問題,節能考慮,及在流動裝置上的圖形編程如OpenGL ES。

Grade Descriptor: A

EXCELLENT – exceptionally good performance and far exceeding expectation in all or most of the course learning outcomes; demonstration of superior understanding of the subject matter, the ability to analyze problems and apply extensive knowledge, and skillful use of concepts and materials to derive proper solutions.

有關等級說明的資料,請參閱英文版本。

B

GOOD – good performance in all course learning outcomes and exceeding expectation in some of them; demonstration of good understanding of the subject matter and the ability to use proper concepts and materials to solve most of the problems encountered.

有關等級說明的資料,請參閱英文版本。

C

FAIR – adequate performance and meeting expectation in all course learning outcomes; demonstration of adequate understanding of the subject matter and the ability to solve simple problems.

有關等級說明的資料,請參閱英文版本。

D

MARGINAL – performance barely meets the expectation in the essential course learning outcomes; demonstration of partial understanding of the subject matter and the ability to solve simple problems.

有關等級說明的資料，請參閱英文版本。

F

FAILURE – performance does not meet the expectation in the essential course learning outcomes; demonstration of serious deficiencies and the need to retake the course.

有關等級說明的資料，請參閱英文版本。

Equivalent Offering:
Units: 3 (Min) / 3 (Max) / 3 (Acad Progress)
Grading Basis: Graded
Repeat for Credit: N
Multiple Enroll: N
Course Attributes:

Topics:

COURSE OUTCOMES

Learning Outcomes:

Students will be able to:
1. understand technical differences between mobile and desktop application development;
2. appreciate various innovative designs in mobile applications;
3. design and develop mobile applications.

Course Syllabus:

This course aims at introducing various development considerations in mobile applications. Topics include: Fundamental concepts in user interface design, mobile file systems, networking and security issues, energy saving consideration in mobile application development. Graphics programming on mobile devices such as OpenGL ES will also be discussed.

Assessment Type:

| Essay test or exam | ：40% |
| Others | ：60% |

Feedback for Evaluation:

1. Course evaluation by students.

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2. In-class observation and in-person discussion (in-class or out-class student consultation.)
3. Email and newsgroup discussion.
4. Results of assignments and examinations.

Required Readings:

To be determined by the course teacher

Recommended Readings:

OFFERINGS
1. CSCI3310   Acad Organization=CSD; Acad Career=UG

COMPONENTS
LEC : Size=30; Final Exam=Y; Contact=3
TUT : Size=30; Final Exam=N; Contact=1

ENROLMENT REQUIREMENTS

1. CSCI3310   **Enrollment Requirement Group:**
         Pre-requisite: CSCI2100 or 2520 or ESTR2102
         Not for students who have taken IERG3842

     New Enrollment Requirement(s):
         Pre-requisite = no change

CAF
eLearning hrs for blended cls   0
No. of micro-modules   0
Research components (UG)   50%-74%

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