

### **Mobile Programming (K22P62)**

Module designation	Mobile Programming
Semester(s) in which the module is taught	6 / <i>third year</i>
Person responsible for the module	<i>Ramaditia Dwiyansaputra, S.T., M.Eng.</i>
Language	<i>Indonesian</i>
Relation to curriculum	<i>Compulsory</i>
Teaching methods	<i>Lectures, Discussions, Quiz, Project</i>
Workload (incl. contact hours, self- study hours)	Contact Hours every week, each week of the 16 weeks/semester including Evaluation <ul style="list-style-type: none"> <li>• 2 x 50 minutes lecturer/week</li> <li>• 2 x 60 minutes class exercise/week</li> <li>• Self Study hours = 120 minutes/week</li> </ul> Total workload 340 minutes/week
Credit points	<i>2 (~ 3,2 ECTS)</i>
Required and recommended prerequisites for joining the module	Object Oriented Programming
Module objectives/intended learning outcomes	In this course, students are expected to be able to create android mobile applications that can run on smartphones in accordance with mobile application programming principles
Content	This course provides students with knowledge, design, and analysis about basic concepts of mobile programming, mobile device operating systems, and their development environment. This course contains important topic such as the basics of the Kotlin programming language as the main programming language for Android application development, how to build mobile devices application which consist of interfaces, data processing, and access to external hardware and libraries.
Examination forms	<i>Assignments, Quiz, Project</i>
Study and examination requirements	<i>Assignments 15%, Quiz 35%, Final Project 50%</i>