COURSE INFORMATION					
Course Title	*Code*	*Semester*	*L+P+L Hour*	*Credits*	*ECTS*
Programming Mobile Devices	CIS506		3+0+0	3	10

Prerequisites	

Language of Instruction	English
Course Level	Master's Degree
Course Type	Elective
Course Coordinator	Assist. Prof.Engin Kandıran
Instructors	Assist. Prof.Engin Kandıran
Assistants	
Goals	Producing Mobile phone applications.
Content	Objective c, MVC, Xcode, Foundation

Learning Outcomes	Program Learning Outcomes	Teaching Methods	Assessment Methods
Producing Mobile phone applications.	1,2,3,4	Discussion/ Simulation/ Case Study	Testing

Teaching Methods:	1: Lecture, 2: Question-Answer, 3: Discussion, 4: Simulation, 5: Case Study
Assessment Methods:	A: Testing, B:Presentation, C: Homework, D: Project, E: Laboratory

COURSE CONTENT		
Week	**Topics**	**Study Materials**
1	Overview of iOS,	.
2	MVC, Objective-C	
3	Xcode	
4	Foundation, Attributed Strings	
5	Views and Gestures	
6	View Controller Lifecycle	
7	Collection View, Layout, Autorotation	
8	Storyboarding, Navigation, Scrolling	
9	Table View	
10	Midterm	
11	Blocks, Multithreading, Categories	
12	Persistence	
13	Documents and Core Data	

14	Midterm
15	Final

RECOMMENDED SOURCES	
Textbook	Erica Sadun**,** The iPhone Developer's Cookbook:
Additional Resources	http://www.stanford.edu/class/cs193p/cgi-bin/drupal/

MATERIAL SHARING	
Documents	PPT Slides, Source code
Assignments	Textbook
Exams	2

ASSESSMENT		
IN-TERM STUDIES	**NUMBER**	**PERCENTAGE**
Mid-terms	2	80
Quizzes	1	10
Assignment	1	10
Total		100
CONTRIBUTION OF FINAL EXAMINATION TO OVERALL GRADE		40
CONTRIBUTION OF IN-TERM STUDIES TO OVERALL GRADE		60
Total		100

COURSE CATEGORY	Expertise/Field Courses

COURSES CONTRIBUTION TO PROGRAM

No	Program Learning Outcomes	Contribution					
		1	2	3	4	5	
1	Information Systems graduates have the knowledge and the skills to design and develop the complete systems for multi-media visual user interface.			x			
2	Information Systems graduates have advanced the knowledge and skills to design, develop and install the application systems for multi-media.	x					
3	Information Systems graduates have the knowledge and the skills to design, develop and apply algorithms and data structures to solve the basic problems of information processing, within the framework of discrete mathematics.				x		
4	Information Systems graduates have the knowledge and the skills to design and develop computer applications, based on user specificed requirements, using modern structured development tools and install them on various hardware platforms and deploy their usage.				x		

5	Information Systems graduates have the knowledge and the skills to design and develop computer applications, based on user specificed requirements, using modern object-oriented development tools and install them on various hardware platforms and deploy their usage.				x		
6	Information Systems graduates know the logic of computer operating systems, the basic set of system commands, how to control access to system resources by users of different departments and how to monitor the running of jobs in the system.	x					
7	Information Systems graduates have the knowledge and the skills to design and develop data models serving different requirements, database applications that would access and process data using various types of software, including queries, reports and business applications.	x					
8	Information Systems graduates have the knowledge and the skills to design and develop business applications that would provide data access, modification and processing for data kept in enterprise database systems.		x				
9	Information Systems graduates have the knowledge about computer networks, and have the skills to design, develop and monitor computer networks, how to configure them and how to maintain their performance.			x			
10	Information Systems graduates have the knowledge and the skills to design and develop visual user interfaces for the web, web-based applications for n-tier client/server configurations, how to deploy them in enterprises.					x	

ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION			
Activities	Quantity	Duration (Hour)	Total Workload (Hour)
Course Duration (Including the exam week: 16x Total course hours)	14	3	42
Hours for off-the-classroom study (Pre-study, practice)	14	5	70
Mid-terms	2	3	6
Quiz	6	8	48
Term Project	2	40	80
Final	1	3	3
Total Work Load			249
Total Work Load / 25 (h)			9.96
ECTS Credit of the Course			10