

Course Name : Mobile Programming							
Course Code	Course Type	Regular Semester	Lecture (hours/week)	Seminar (hours/week)	Lab. (hours/week)	Credits	ECTS
CMP 310	A	Spring	3.00	0.00	1.00	3.50	5.00
Lecturer		Krenar Lipo, Msc					
Assistant							
Course language		Albanian					
Course level		Bachelor					
Description		Mobile Application is the technology that allows the transmission of data, voice and video through a computer or any other wireless device without the need for a physical connection. Since Android is the most widespread platform in mobile devices today, special emphasis will be given to the development of applications on Android. The course will cover all contemporary issues of the platform and will illustrate the entire process with examples.					
Objectives		At the end of this course, we will know how to develop a mobile application using Flutter. Each step of this technology will be covered properly, starting with the basics and then moving on to a concrete application.					
Core Concepts		Learning to develop a mobile application with the Flutter platform					
Course Outline							
Week	Topic						
1	Introduction to Mobile Application, the history of Flutter and the meaning of the Stack of this technology						
2	Key parts of building apps on Futtler platforms						
3	Activities and Intents in Flutter						
4	User Interface: Layouts (Linear Layout, Relative Layout, Table Layout, etj.) dhe Views 1						
5	Flutter User Interface: widgets (Linear Layout, Relative Layout, Table Layout, etj.) dhe Views 2						
6	Fragments and Fragment manager						
7	Reusing fragments in activities						
8	Midterm						
9	DB: Database development and management through Firebase and SQLite3						
10	Using Firebase in Flutter						
11	Web Services and Services that run in the background						
12	Content Providers						
13	Broadcast Receivers						
14	Project presentation in Flutter, with an application from everyday life						
15	Review of Flutter book learning						
16	Final Exam						

Prerequisites	The student must attend the course at a minimum rate of 75%.		
Literature	• Flutter_App_Development_-_Rap_Payne.pdf		
References	• _OceanofPDF.com_Flutter_App_Development_-_Rap_Payne.pdf		
Course Outcome			
1	Në përfundim, studentët do të njihen me konceptet themelore dhe teknikat e platformës Android		
2	Studenti do të jetë i aftë për të punuar dhe menaxhuar projekte brenda një grupi		
3	Studenti do të jetë i aftë për të zhvilluar aplikacione në Android		
Course Evaluation			
In-term Studies		Quantity	Percentage
Midterms		1	20
Quizzes		0	0
Projects		1	40
Term Projects		0	0
Laboratory		1	5
Class Participation		1	5
Total in-term evaluation percent			70
Final exam percent			30
Total			100
ECTS Workload (Based on Student Workload)			
Activities	Quantity	Duration (hours)	Total (hours)
Course duration (Including the exam week: 16x Total hours of the course)	16	4	64
Study hours outside the classroom (Preparation, Practice, etc.)	14	2	28
Duties	1	30	30
Midterms	1	2	2
Final Exam	1	2	2
Other	0	0	0
Total Work Load			126
Total Work Load / 25 (hours)			5.04
ECTS			5.00