



BaylorBusiness
Information Systems & Business Analytics

MOB DEV^{10.0}

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Course Information

Mobile App Development Spring 2022

Tuesday & Thursday

9:30 AM - 10:45 AM Foster 304

2:00 PM - 3:15 PM Foster 315

Bring your laptop!

Objectives

This course is designed to introduce application development basics for mobile devices (including Apple/iOS and Google/Android devices).

Prerequisites

There are no course prerequisites (as advertised).

Required and Recommended Materials

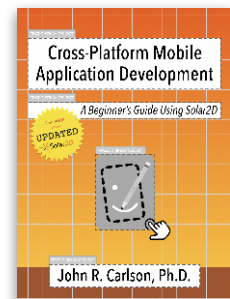
We are using a brand-new book: [Cross-Platform Mobile Application Development: A Beginner's Guide Using Solar2D](#) by yours truly. This masterwork spans 14 chapters and has been heavily revised over the last few years. It is available at Amazon:

<https://www.amazon.com/gp/product/B08TY8D4TT>

Also: The [Programming in Lua](#) reference guide is very handy (and free).

We will discuss free or low cost [IDE options](#) in class.

Recommended: A [nice laptop](#).



The Textbook

Course App

It will become clear as we get going that Canvas doesn't do everything I need or want it to do. So, I am working on an app to allow you to access this extra information easily. It is coded in JavaFX and runs on your desktop. I've sized it like a mobile app in case I want to deploy it that way as well.

There's a Canvas page set up for it that will have download links when it is ready.

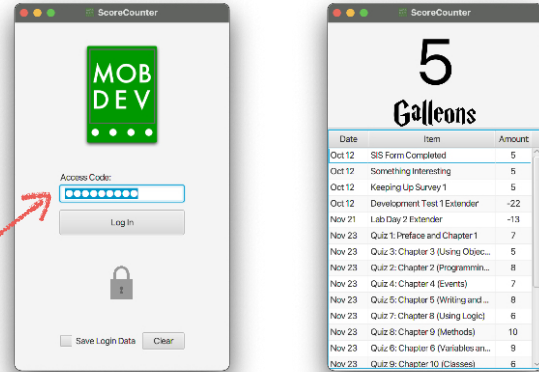


ScoreCounter

Each time it starts it accesses encrypted content on the mis2 server (as such, you generally need to be *online* to use the app). To use the course app you will need our semester's access code:

_____.

This access code is used both to *decrypt* the app download and to *launch it the first time*. Once entered, the code is saved and won't require re-entry to run the app.



Your own secret access code

To access any scores data, you will need to create your own individual “top secret” password (see the **student information survey** on Canvas). Since you're likely to forget it, after you complete the survey, record your secret access code here:

_____.

Grades

Your course grade will be based on a 100 point system comprising several items (see table). As with the semester plan, changes to these items are possible (watch the course app). Actual point values and due dates will be included in the course app and updated as we go. Please note that any discussion of your grades carried out *electronically* should go through your “@baylor.edu” account.

Graded Item	Point Value
Exam 1	20
Exam 2	20
Final Exam	15
Homework Checks	10
Lab Days	9
Activities	6
Class Participation	10
Chapter Quizzes	10
Total:	100

Coins

This course uses an in-class *currency system* (called “Galleons”) to give you the opportunity to earn *coins* (through class activities and attendance) and *spend* them on desired items (like final exam points, homework points, assignment extensions, etc.). Your goal should be to earn all of the Galleons you can to give you the flexibility to spend them on the items you need most (final exam points are an especially popular purchase).

Attendance

As with any course, I do expect students to attend regularly and to come to class on time and prepared. Please do keep in mind the school policy requiring at least 75% attendance to pass. Note that this policy specifically does not differentiate between “excused” and “unexcused” absences (i.e., if you were not in class, you were absent). See the course FAQ for more details.

Office Hours

Office hours are listed in the frequently asked questions page (on Canvas). Right now, I am planning on T/R 11 AM - 2 PM. As with everything, that's subject to change.

Professional expectations

I also expect you to maintain the highest level of academic ethics. All assignments are to be completed by the individual. Submitting assignments based on prior work or work completed by others is a form of academic dishonesty. Late assignments may be accepted at my discretion, but will be downgraded.

Semester Schedule (DRAFT)

The semester schedule is provided as the "front page" in Canvas and will be updated as we move through the material. A draft is supplied below.

Date	Day	Topic	Assignments (Complete By)
1/18/2022	1	Introduction Chapter 0 Preface	
1/20/2022	2	Downloads & Setup Chapter 1	
1/25/2025	3	Introduction to Programming Chapter 2	
1/27/2022	4	Chapter 2 Continued Screens & Text Chapter 3	
2/01/2022	5	Chapter 3 Continued	
2/03/2022	6	Display Objects & Touch Chapter 4	CPMAD 3.1, 3.3, 3.4. Optional: 3.6.
2/8/2022	7	Chapter 4 Continued	
2/10/2022	8	Buttons & Logic Chapter 5	CPMAD 4.1, 4.2, 4.3, 4.4 Optional: 4.5
2/15/2022	9	Chapter 5 Continued	CPMAD 5.1, 5.2, 5.4
2/17/2022	10	<i>Simple Counter Walkthrough & Activity</i>	CPMAD 5.7, 5.9
2/22/2022	11	Homework Check 1 Submission (Chapters 3-5)	
2/24/2022	12	Take-Home Exam 1	
3/01/2022	13	Exam Work Day	
3/03/2022	14	Text Fields & Loops Chapter 6	Exam 1
3/8/2022		Spring Break	
3/10/2022		Spring Break	
<u>3/15/2022</u>	15	Text Fields and Loops II (Watch the video and take the quiz)	
<u>3/17/2022</u>	16	<i>Clover Tap! (Follow-Along Activity)</i>	
3/22/2022	17	Lab Day 1	Clover Tap Assignment
<u>3/24/2022</u>	18	<i>Swiping! (Video and Activity)</i>	CPMAD 6.1, 6.6, 6.7
3/29/2022	19	Text Fields and Loops III	CPMAD 6.2, 6.3, 6.5 Swiping Assignment

3/31/2022	20	Dragging & Collisions Chapter 9 Keynote	CPMAD 6.9
4/5/2021	21	<i>Diadeloso</i>	
4/7/2021	22	Dragging & Collisions II	CPMAD 9.1, 9.2 Chapter 9 exercises
4/12/2022	23	Dragging & Collisions III	CPMAD 9.3, 9.5, 9.6
4/14/2022	24	Introduction to Physics Apps Chapter 12	CPMAD 9.4, 9.8
4/19/2022	25	Physics I Day 2	
4/21/2022	26	Physics I Day 3	CPMAD 12.1
4/26/2022	27	Lab Day 2 / Homework Check 2	CPMAD 12.2, 12.3, 12.4, 12.6
4/28/2022	28	Take-Home Exam 2	
5/3/2022	29	Physics II Collisions Chapter 13 Keynote	
5/5/2022	30	Physics II Collisions Day 2	Exam 2
5/7/2022		Final Exam (2:00 Section)	
5/11/2022		Final Exam (9:30 Section)	