



Universitat de Lleida

DEGREE CURRICULUM

APPLICATIONS FOR MOBILE DEVICES

Coordination: SENDIN VELOSO, MONTSERRAT

Academic year 2023-24

Subject's general information

Subject name	APPLICATIONS FOR MOBILE DEVICES			
Code	102025			
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Computer Engineering	3	COMPULSORY	Attendance-based
	Bachelor's Degree in Computer Engineering	3	OPTIONAL	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Activity type	PRALAB		TEORIA
	Number of credits	3		3
	Number of groups	1		1
Coordination	SENDIN VELOSO, MONTSERRAT			
Department	COMPUTER ENGINEERING AND DIGITAL DESIGN			
Teaching load distribution between lectures and independent student work	30% Presential (equivalent to 45h) 70% Autonomous work (equivalent to 105h)			
Important information on data processing	Consult this link for more information.			
Language	Preferably Catalan (Spanish if any student shows difficulties with Catalan).			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
SENDIN VELOSO, MONTSERRAT	montse.sendin@udl.cat	6	

Subject's extra information

This subject belongs to a optional specialization module called 'Information Technologies'.

To follow this subject properly some previous knowledge in Java and/or in Kotlin programming language is recommended.

Learning objectives

- Knowing the Android platform and the elements that integrate it
- Knowing the most recommended IDE
- Develop applications for the Android operating system
- Get familiar in the User Interface design
- Knowing and managing some used API for Android
- Lay the foundations for the implementation of additional functionalities (data base access, location utility, resources and functionalities from the device, etc.)
- Knowing the step of publication for Android apps

Competences

University of Lleida strategic competences

CT2. Mastering a foreign language, especially English.

CT3. Training Experience in the use of the new technologies and the information and communication technologies.

Degree-specific competences

GII-T13. Capacity to use methodologies based in the user and the organisation in order to develop, evaluate and manage applications and systems based in the information technologies that ensure the accessibility, ergonomics and usability of the systems.

GII-T16. Capacity to conceive systems, applications and services based on network technologies, which include the internet, web pages, electronic commerce, multimedia, interactive services and mobile computing.

GII-T17. Capacity to comprise, apply and manage the computer systems guarantee and security.

Cross-disciplinary competences

EPS11. Capacidad de comprender las necesidades del usuario expresadas en un lenguaje no técnioc.

Subject contents

Laying the foundations

Block I - *Getting started*

- Theme 1 - Introduction to the Android platform and other mobile technologies
- Theme 2 - First steps: Android Studio development environment
- Theme 3 - Basics of Android applications

Block II – *User Interfaces Management*

- Theme 4 - Basic Concepts
- Theme 5 - More advanced Concepts
- Theme 6 – Flexible User Interfaces with *fragments*

Block III – *Persistence*

- Theme 7 - Data persistence. Managing databases

Exploring functionalities

Block IV – *Additional aspects*

- Theme 8 – Menus and Navigation design
- Theme 9 - Publication and distribution of an Android app

Methodology

Presential Part (class sessions)

- Theoretical-Practical Classes
- *Project-Based learning* and *Active Learning*
- Participatory and dynamic sessions
- It is worked with examples and small projects (*Mini-Activities*), to be proposed and solved weekly
- Put into practice of concepts through the development of a project (*Course project*).

Autonomous work (non presential):

- The development of the *Course Practical* will be done in non presential hours.

The **evaluation system** (detailed in the corresponding section) is composed of: 1) a written tests (midterm exams); and 2) practices (to develop individually and/or in groups of two people).

SOFTWARE to be used:

- **Android Studio** (trying to maintain the last version of the environment and libraries), with diverse **emulators**, as well as the possibility to use an Android personal device.

Development plan

Week	Laboratory addressed session - Theoretical part (BsG)	Laboratory addressed session - Practical part (BsG)	Autonomous work
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APPLICATIONS FOR MOBILE DEVICES 2023-24

1	Subject presentation T1: Introduction to the Android platform		Study
2	T2: First steps: Android Studio development environment	<i>MiniActiv-1</i> : Good practices in resources management	Development environment configuration and <i>MiniActiv-1</i> completion
3	T3: Basics of Android applications	<i>MiniActiv-2</i> : Endowing Helloworld of Interactivity and Navigation	Study and <i>MiniActiv-2</i> completion
4	T3: Basics of Android applications.	<i>MiniActiv-3</i> : Basic User Interface Management	Study and <i>MiniActiv-3</i> completion
5	T3: Basics of Android applications	<i>MiniActiv-4</i> : Deepen in the User Interface	Study and <i>MiniActiv-4</i> completion
6	T3: Basics of Android applications		Study
7	T4: Basic concepts on the User Interface		Study and <i>Prac1</i> starting
8	T5: More advanced concepts on the User Interface		Study and <i>Prac1</i> development
9	1rst midterm		
10	T5: More advanced concepts on the User Interface		Study and <i>Prac1</i> development
11	T6: Flexible User Interfaces with <i>fragments</i>		Study and <i>Prac1</i> development
12	T6: Flexible User Interfaces with <i>fragments</i>		Study
13	T7: Data persistence. Managing databases		Study and <i>Prac2</i> starting <i>Prac1</i> delivey
14	T8: Menus and Navigation design		Study and <i>Prac2</i> development
15	T9: Publication and distribution of an Android app		Study and <i>Prac2</i> development
16	2nd midterm week		Study and <i>Prac2</i> completion
17	2nd midterm week		Study. <i>Prac2</i> delivey
18	Tutories		
19	Recovery Personalized interview (if <i>Prac</i> is below the minimum mark required)		
20			

Evaluation

Activt. Blocks	Description	Weight	Minimum Grade	In group	Presential	Recoverable
Blocl-Part1	First midterm exam	30%	3,0	No	Yes	Yes
BlocII-Part2	Second midterm exam	10%	NO	No	Yes	Yes

APPLICATIONS FOR MOBILE DEVICES 2023-24

BlocIII-MiniActivs	Pack of Mini-activities	10%	No	Yes	No	No
BlocIV-Prac	Course practice	50%	4,0	Yes	No	Yes

Final grade = $0,30 * \text{BlocI-Part1} + 0,10 * \text{BlocII-Part2} + 0,10 * \text{BlocIII-MiniActivs} + 0,50 * \text{BlocIV-Prac}$

- Subject is passed if **final grade** is greater or equal than **5,0** and each part is above the minimum required (*BlocI-Part1* and *BlocIV-Prac*).

Other considerations and criteria:

- Type of term exams:
 - 1st term exam: concept fixation and little problems solving.
 - 2nd term exam: questions about the resolution of the *Prac* and theoretical part regarding Theme 9. Although the exam issues a mark to be pondered (10%), questions about *Prac*, besides, serve to validate it.
- Recovery exam: it will consist in the same type of exam than for the corresponding term exam.
- Pack of mini-activities (*BlocIII-MiniActivs*):
 - Continuous work as a practical application of the class contents. Most of them propose, besides a compulsory part, an optional part too.
 - *Objective*: put into practice *in-situ* new contents introduced in class during the 1st term. 2nd term contents will be applied directly to the Course practice (*BlocIV-Prac*).
 - *Delivery*: via the CV and also presentially (preferibly during the class).
 - *Evaluation*:
 - Compulsory part: up to 1 point (complete mark).
 - Optionat part: up to 0,75 (0,75 points over the mark).
- Course practice (*Prac*):
 - Articulated in 2 deliveries, in which *Prac1* is the common trunk and *Prac2* is an extension (advances version of *Prac1*).
 - *Weight and calendar of each delivery*:
 - *Delivery 1* (*Prac1*): 12^a Week. (25% of the grade)
 - *Delivery 2* (*Prac2*): 16^a Week. (25% of the grade)
 - *Global minimum grade required*: 4 (in the average of both deliveries *Prac1* and *Prac2*).
 - *Avaluation and recovery system*: continuous avaluation
 - Will be required:
 - Minimal requirements to be fulfilled in code, which are delivered to students both, in a descriptive and numerical way.
 - Criteria set in the **Manual of good programming practices** will be required, specified as minimum requirements to fulfill.
 - Also additional requirements, which will be considered as extra points in the grade.
 - Students receive feedback according to these correction criteria.
 - *Prac1*: Possibility of improvement through the 2nd delivery.
 - Improvements applied to the common trunk (*Prac1*) by means of the *Prac2* delivery, will be counted applying a **corrector factor of 0,85**. The resultant mark will **sustitute** the mark initially obtained in *Prac1*.
 - *Prac2*, in case the mark is under the minimum required: *personalized interview* during the 19th week (recovery), aiming to bring improvements.
 - For all activities: programmed deliveries, unmovable dates.
 - 1st midterm Recovery exam:
 1. When the First midterm exam is below the minimum grade, the student must do the recovery exam.
 2. When the Final mark weighting is below 5 even though reaching the minimum grade in the *BlocI-Part1* and the *BlocIV-Prac*, or when the minimum grade in one of both blocs are not reached, the student must do the recovery exam.
 3. If even though the minimum grade in the recovery exam is not reached, the final grade will be 4,9 at most (depending on the final weighted mark).
 - **Alternative Evaluation**:
 - The course practice (*BlocIV-Prac*) could be delivered at the end of the semester, on a unique

delivery.

- The mini-activities pack (*BlocIII-MiniActivs*) is not imprescindible.
- The midterm exams are compulsory, and the exams calendar has to be followed in any case.

Bibliography

Books

- R. P. Acereño
[“Kotlin y Jetpack Compose: desarrollo de aplicaciones Android”](#)
RA-MA Editorial, 2023
- E. Hellman
[“Android programming : pushing the limits”](#)
Wiley, 2014
- T. Gironés, J. Barcelona
[“El Gran libro de Android Avanzado”](#)
Marcombo, 2014
- F. Ableson, R. Sen, C. King
[“Android in Action”](#)
Manning Publications, 2012 (3rd Edition)

Kotlin specifics:

- D. Griffiths, D. Griffiths
["Head First Kotlin: A Brain-Friendly Guide"](#)
Sebastopol: O'Reilly Media, 2019
- Pierre-Olivier Laurence, Amanda Hinchman-Dominguez, G. Blake Meike, Mike Dunn
"Programming Android with Kotlin"
O'Reilly Media, Inc, 2021