

## Syllabus [2025Year 2 Term]

## Course Information

Course Title	Basic Mobile Programming	Credits	3
Course Code	556550-2	Required/Elective (For Undergraduate Courses)	Selective majors
Department or Major	Department of Mobile Systems Engineering	Language	English
Methods of Teaching		Lecture Room	화15,16,17,18,19(국제608)
Time Allotment	Lecture(3) Experiments(0) Trainging & Practice(0) Performance(0) Designing & Planning(0)	Cyber Lectures	
Course Type	offline		
Cyber Lectures Preview			

## Lecturer

Lecturer	Name	WOOJIN JEONG	Rank	Adjunct Professor	Final Academic Degree	박사
	Department & college	Department of Mobile Systems Engineering		Office		
	Office Phone Number	—		e-mail	jeong.woojin@dankook.ac.kr	
	Field of Interest					

## Course Summary

Course Description	This course includes the study about programming to create the applications on Android using JAVA or Kotlin.
Description Related Courses	Prerequisite : JAVA programming language / Kotlin programming language
Course Goals	<ul style="list-style-type: none"> <li>– Gain a better understanding of the mobile operating system</li> <li>– Empower beginners to develop mobile apps with ease.</li> <li>– By developing Term project, improve to understand mobile programming &amp; system</li> </ul>
Projected Results	<ul style="list-style-type: none"> <li>– Understand the mobile operating system</li> <li>– Can quickly create application.</li> <li>– Can think about the useful mobile application while develop term-project.</li> </ul>

Percentage of the original language classes(%)	
Cyber Lectures P review	

## Syllabus

Times	Lecture Topic	Lecture Goals	Lecture Methods	Assignments
1	Course introduction., First Android Application	<ul style="list-style-type: none"> <li>•Syllabus overview</li> <li>•Setting up the development environment (Android Studio, JDK)</li> <li>•Introduction to Git and version control</li> <li>•Creating the first simple Android app</li> </ul>	강의,	
2	Basic UI components (Widget)	<ul style="list-style-type: none"> <li>•Understanding View</li> <li>•Basic UI components: TextView, EditText, Button</li> <li>•Introduction to XML for UI design"</li> </ul>	강의,	
3	Layout & User interface	<ul style="list-style-type: none"> <li>•Layouts: LinearLayout, RelativeLayout, ConstraintLayout</li> <li>•Handling user interactions</li> <li>•Event listeners and handlers</li> <li>•Toast messages</li> <li>•Introduction to UX principles and design best practices</li> </ul>	강의,	
4	Activity, intents & navigation	<ul style="list-style-type: none"> <li>•Activities and lifecycles</li> <li>•App lifecycle and state management</li> <li>•Explicit and implicit intents</li> <li>•Passing data between activities</li> <li>•Navigating between activities</li> </ul>	강의,	
5	Advanced UI Components	<ul style="list-style-type: none"> <li>•RecyclerView and ListView</li> <li>•Adapters and view holders</li> <li>•CardView</li> <li>•Customizing UI components</li> </ul>	강의,	

Times	Lecture Topic	Lecture Goals	Lecture Methods	Assignments
6	Data Storage and Persistence	<ul style="list-style-type: none"> <li>•SharedPreference s</li> <li>•Internal and external storage</li> <li>•SQLite databases</li> <li>•Room persistence library</li> <li>•File I/O</li> </ul>	강의,	
7	Midterm exam	Midterm exam	강의,	
8	Multimedia and Graphics	<ul style="list-style-type: none"> <li>•Handling images and media</li> <li>•Playing audio and video</li> <li>•Using the Camera API</li> <li>•Introduction to custom views and canvases</li> </ul>	강의,	
9	Threads and Services	<ul style="list-style-type: none"> <li>•Understanding multithreading</li> <li>•Introduction to services</li> <li>•Bound and unbound services</li> <li>•IntentService and JobIntentService</li> </ul>	강의,	
10	Networking and Web Services	<ul style="list-style-type: none"> <li>•HTTP requests with Volley and Retrofit</li> <li>•Parsing JSON</li> <li>•Connecting to RESTful APIs</li> <li>•Background tasks with AsyncTask</li> </ul>	강의,	
11	Location service & google map	<ul style="list-style-type: none"> <li>•Accessing location services with GPS</li> <li>•Google Maps integration</li> <li>•Location tracking</li> </ul>	강의,	
12	Firebase Integration	<ul style="list-style-type: none"> <li>•Introduction to Firebase</li> <li>•Firebase Authentication</li> <li>•Firebase Realtime Database</li> <li>•Firebase Cloud Messaging</li> </ul>	강의,	
13	Term Project Development-1	- Progress meeting #1	강의,	
14	Term Project Development-2	- Progress meeting #2	강의,	

Times	Lecture Topic	Lecture Goals	Lecture Methods	Assignments
15	Term Project Development-3	- Final Report	강의,	

## Methods of Grading

sequence	Description	Percentage	Details
1	Mid-tem Exam	20%	
2	Final-exam	0%	
3	Pop Quizzes	0%	
4	Assignments	50%	
5	Reports	0%	
6	Presentations & Discussions	0%	
7	Attendance	10%	
8		0%	
9	Others	20%	
All		100%	

## Core of Value

핵심가치	전공역량	역량정의	역량구분	값(%)
혁신 (Discovery)	창의적문제해결 (Creative problem-solving)	주어진 상황과 문제를 창의적으로 해결할 수 있는 능력		0%
혁신 (Discovery)	도전 (Challenging)	전공 지식을 새로운 분야와 융합하고 아우를 수 있는 능력	부역량	0%
혁신 (Discovery)	지식융합 (Knowledge convergence)	새로운 분야를 개척하거나 도전적으로 임할 수 있는 능력		0%
헌신 (Dedication)	세계시민 (Universal value)	세계 공동체 구성원으로 전공자로서 국제적 이슈에 대응할 수 있는 능력		0%
헌신 (Dedication)	상호협력 (Cooperation)	공동의 목적 달성을 위해 타인과 상호협력을 할 수 있는 능력		0%
헌신 (Dedication)	공동체 (Sense of community)	공동체의 구성원으로서 필요한 태도와 윤리의식을 가질 수 있는 능력		0%
능동 (self-Determination)	자기주도 (Self-Managing)	주어진 상황과 문제를 주도적이고 능동적으로 해결할 수 있는 능력		0%

핵심가치	전공역량	역량정의	역량구분	값(%)
능동 (self-Determination)	지식활용 (Knowledge application)	주어진 상황과 문제에 대해 논리적으로 파악하고 분석할 수 있는 능력	주역량	0%
능동 (self-Determination)	논리적사고 (Logical thinking)	전공관련 지식을 필요에 따라 다양하게 적용하고 활용할 수 있는 능력	부역량	0%
능동 (self-Determination)	의사소통 (Articulation)	대화를 통해 다양한 의견을 조율하고 합의를 이끌어 낼 수 있는 능력		0%

## Textbook(s) &amp; References

Description	Title	Author	Publisher
Required Textbook	Lecture Notes	Woojin Jeong	-
References	Android Developer Guide	Android	Android

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