



CSC 102 Application Development for Beginners

(3 contact hours – 0 lab hours – 3 credits)

Syllabus¹

- **General Information**

Instructor	
Office	
Phone	
Class Time	
Class Location	
Office Hours	
Teaching Assistant	

- **Required Textbook**

Android App Inventor for the Absolute Beginner, Prayaga, Lakshmi and Hawthorne, Jeffrey and Whiteside, Alex. 1st Edition, 2013. ISBN: 1285733339, 9781285733333.

WordPress For Dummies. Lisa Wilson. 7th Edition, 2015. ISBN: 978-1-119-08857-8

- **Course Description**

Introduction to application development. Topics include: basics of problem solving techniques, game programming, mobile applications, and Website development.

- **Course Prerequisites**

ENGL 100 (co-requisites).
CS & MIS students < 45 credits

- **Course Category**

Managing.

¹ This syllabus may change as needed. In such a case, students will be informed accordingly.

- **Course Outcomes:**

After successful completion of this course the student will be able to:

1. Apply basic programming techniques to solve simple problems.
2. Develop simple games.
3. Develop mobile applications.
4. Build Websites.

- **Tentative Schedule**

Topic	Week
Syllabus and Introduction (Why program?)	1
Hour of Code	2,3
Computational Thinking & Problem Solving	4,5
Game Programming Techniques	6,7
Mobile App Invention	8, 9, 10, 11, 12
Building Website	13,14,15

- **Grading Scheme**

Assignments	25%
Practical Exercises	25%
Midterm Exam	20%
Final Exam	30%