

## Arab Academy for Science, Technology & Maritime Transport College of Computing and Information Technology

**University/Academy:** Arab Academy for Science and Technology & Maritime Transport

Faculty/Institute: College of Computing and Information Technology

**Program:** Information Systems

C	ourse title	Mobile Computing Applications
C	ourse code	IS433

## Form no. (11A) Knowledge and skills matrix for a course

Course content	Week study	Knowledge	Intellectual skills	Professional skills	General skills
Mobile Computing Systems	1	• Understand the constraints and architectural requirements for developing mobile applications.	Identify the design patterns involved in multi-tier distributed applications.	•	
Intro to Mobile Frameworks and Tools	2	• Understand the standard mobile frameworks	• Compare between different Mobile Frameworks	•	
Android Platform framework	3	• Understand the structure of the Android Operating System	•	• Install Android Operating System	
Mobile user interface development	4	<ul> <li>Understand some general design principles for user interface development</li> </ul>	-Apply usability attributes and approaches to Mobile	Develop basic mobile applications	

**National Accreditation For Quality Assurance Of Education** 

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		<ul> <li>explain different interaction styles and their use</li> <li>Identify when to use graphical and textual information presentation</li> <li>explain the principal activities in the user design process</li> </ul>	system evaluation		
<i>UML</i> for Mobile Application	5	<ul> <li>Understand the UML Standard</li> <li>Understand the role of UML in Mobile applications design</li> </ul>	Apply UML diagrams according to design purpose	•	
XML for Mobile Application	6	<ul> <li>Understand the XML Standard</li> <li>Understand the role of XML in Mobile applications devlopment</li> </ul>	•	Developing UI using XML on Android Platform	
7 <sup>th</sup> week Exam	7	•	•	•	
Mobile web applications	8	<ul> <li>Understand the main aspects of mobile web application</li> <li>Understand difference between Web Apps vs.</li> </ul>	•	Create Mobile web     Application	

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		Mobile Native Apps			
Using Mobile Network Information	9	Identify the different mobile network information	•	create applications that use network-based information	
PhoneGap	10	• Understand how to create application using Web API	•	Developing mobile app using PhoneGap	Learn how to use a JavaScript API
Mobile development process	11	<ul> <li>Identify the main stages of Mobile development process</li> </ul>	•	•	
12 <sup>h</sup> week Exam	12	•	•	•	
Wireless Technologies(1)	13	<ul> <li>Understand the Basics of Wi-Fi</li> <li>Understand the Basics of Wi-Max</li> </ul>	•	•	
Wireless Technologies(2)	14	<ul> <li>Understand the Basics of GSM</li> <li>Understand the Basics of Bluetooth</li> <li>Understand the Basics of IRDA</li> </ul>	•	•	
Wireless Security	15	- Identify basic security requirements when developing mobile applications. Understand Attack based on SMS -Understand Attack based on	Analyze Security threats in wireless communication	•	

Course content	Week study	K nowledge	Intellectual skills	Professional skills	General skills
		MMS -Understand Attack based on WiFi -Understand Attack based on GSM -Understand Bluejacking, Bluesnarfing			

<b>Course Instructor</b>	Head of Department

Name: Name:

Signature: Signature: