

DIGITAL HUMANITIES (LM70)

(Università degli Studi)

Teaching MOBILE APPLICATIONS DEVELOPMENT

GenCod A004199

Owner professor MARCO PULIMENO

Teaching in italian MOBILE APPLICATIONS DEVELOPMENT

Teaching MOBILE APPLICATIONS DEVELOPMENT

SSD code ING-INF/05

Reference course DIGITAL HUMANITIES

Course type Laurea Magistrale

Credits 6.0

Teaching hours Front activity hours: 42.0

For enrolled in 2022/2023

Taught in 2022/2023

Course year 1

Language ENGLISH

Curriculum COMUNE/GENERICO

Location

Semester First Semester

Exam type Oral

Assessment Final grade

Course timetable

<https://easyroom.unisalento.it/Orario>

BRIEF COURSE DESCRIPTION

This course is an introduction to mobile application development for iOS and Android. Students will learn how to develop simple mobile applications for IOS and Android with Flutter, an open source cross-platform framework by Google.

REQUIREMENTS

There are no prerequisites for this course; no previous programming experience is required.

COURSE AIMS

The main objective of the course is to provide students with the skills needed to design and develop mobile applications.

During the classes they will learn to:

- think like a programmer;
- use the Dart language to write simple programs;
- write mobile applications through the Flutter framework;
- use an IDE (integrated development environment) for their development activities;
- read and take advantage of technical documentation.

TEACHING METHODOLOGY

- Classroom lectures and practical exercises;

The course involves a hands-on approach to the topics covered, so class attendance is recommended.

ASSESSMENT TYPE

Students will be required to present and discuss a mobile application they have designed based on an idea agreed upon with the lecturer.

They will be evaluated based on their knowledge of the Dart programming language and their ability to design and implement a mobile application using Flutter

REFERENCE TEXT BOOKS

Online manuals:

- Dart online documentation on <https://dart.dev>
- Flutter online documentation on <https://flutter.dev>

Books:

- Flutter Apprentice Learn to Build Cross-Platform Apps by Mike Katz et al.
- Beginning Flutter A hands on guide to app development by Marco L. Napoli