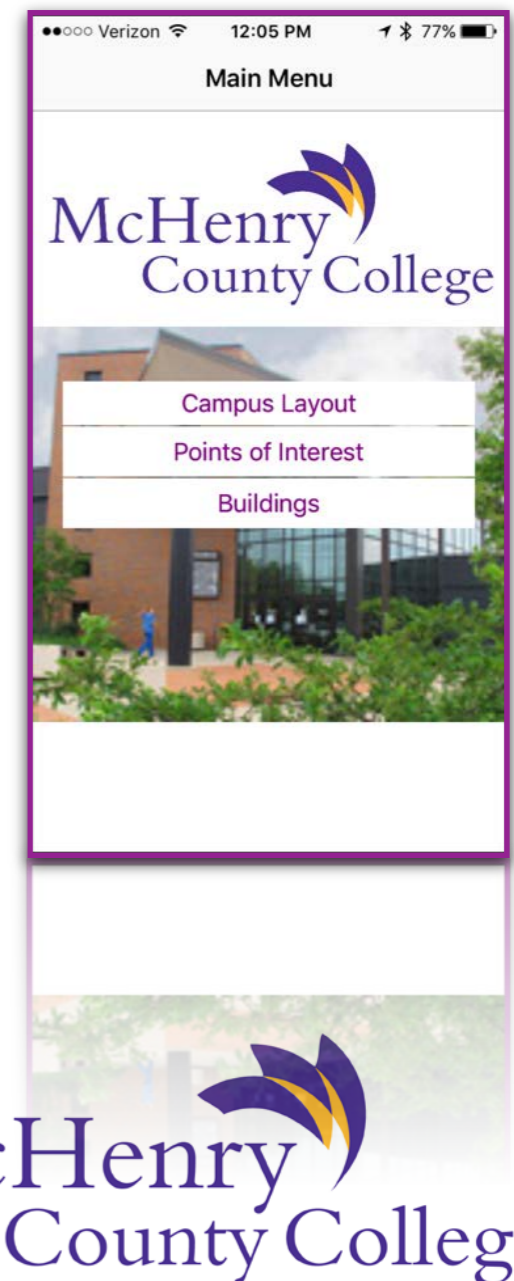
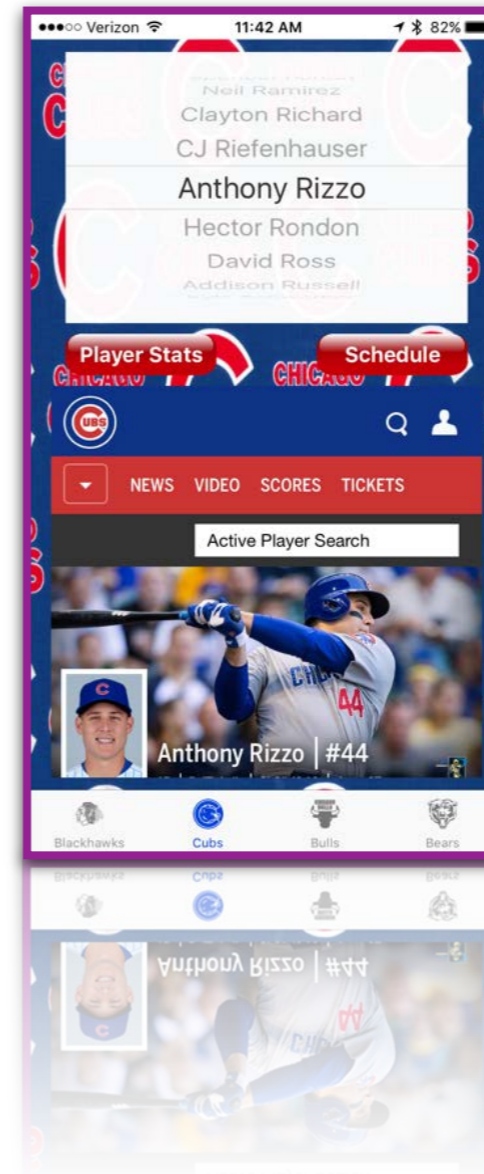


Mobile Application Development

New AAS Degree & Certificates

Overview

- Curriculum developed by NSF team of Meri Winchester, Thomm Beggs, and Bill Skrzypczak
- Funded by NSF grant
- Focused on UI design /Apple & Android platforms
- Content directed by Business & Industry leadership team
- Students graduate with real client experience, an extensive ePortfolio of work, as authorized Apple and/or Android app developers with a published app in the app store



NSF Shared Curriculum

Jennifer Hott - TA
responsible for
developing NSF website

The screenshot shows the homepage of Learn-Mobile.com. At the top, there is a navigation bar with the site name and a search bar. Below the navigation bar is a large banner image showing a hand holding a smartphone with colorful, abstract light trails emanating from it. The main content area is divided into three columns: 'Degree Information', 'Course Information', and 'About'. Each column contains a small image and a short paragraph of text. The 'About' column features the McHenry County College logo. The bottom of the page is partially visible, showing more content and the college logo again.

Working with Clients

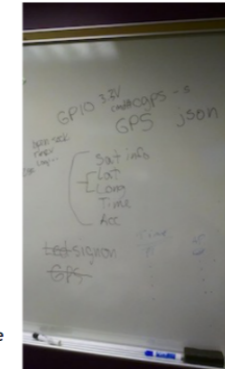
- Janet Weber
- Dylan Weaver
- Dave Boesen

Sprint #4 Update Report

Friday, November 5, 2016

Summary: Dave, Steve, Dylan, Janet AND ADAM (yay!)

Hardware arrived. Dave had it all working, but lost power and now the Raspberry Pi is not working. App skeleton xml file looking good. Player class coding started. Drills class coding started. Discussion on data persistence (Internal File chosen - cleaner and gives us more options for expanding classes in the future). Can still use shared preferences for temporary data. Discussion on Android options for SpriteKit (Kotlin chosen - shortest learning curve). Acquired information on network using Java elements. Discussed how to get info from the pi (open socket or pole) to app. KISS. Agreed on how to access the Pi (class and methods).



Completed Milestones:

- App skeleton completed (for now - can be changed).
- Internal storage research (for player data) and SpriteKit like library research done (decisions made - internal file / Kotlin).
- Player and drill class code exists (needs to be placed on Google Drive).
- Researched camera data for QRcodes (library).
- Hardware all working (gps data, lights) and something fried! But really, this is done (even though it needs to be done again with a working Pi).



Questions?