	COURSE DESCRIPTION FORM					
Course Code and Name	CENG378 MOBILE APPLICATION ARCHITECTURES (TECH. ELECT.)					
Course Semester	6					
Catalogue Data of the Course (Course Content)	This course provides an in-depth review of mobile app development, focusing on native apps for platforms such as IOS and Android. It covers the fundamental principles, methodologies and design patterns required to develop efficient, user-friendly mobile applications. Students will learn through a combination of theoretical concepts and practical hands-on exercises.					
Course Textbooks	Mobile Application Development using Android, Girish Kumar, Ajay Shriram Kushwaha, 2019, Lambert Publishing					
Supplementary Textbooks						
Credit (ECTS)	6					
Prerequisites for the Course (Attendance Requirements)	There is no prerequisite or co-requisite for this course.					
Course Type	Selective					
Language of Instruction	English					
Course Objectives	The aim of this course is to teach students the processes required to develop professional native mobile applications, connect these mobile applications to web services, and publish these applications.					
Course Learning Outcomes	<ol> <li>Understanding the architecture of native mobile applications</li> <li>Learning the basic design models used in mobile application development</li> <li>Improve your programming skills for iOS and Android platforms</li> <li>To learn about the points to consider in UI/UX design for mobile applications.</li> <li>Exploring advanced topics such as performance optimization and scalability.</li> </ol>					
Instruction Method (Face-to-face, Distance education etc.)	The mode of delivery of this course is face to face					
Weekly Schedule of the Course	Week 1: Introduction to web applications Week 2: Service Oriented Architecture - (SOA) Week 3: Web Services and REST Week 4: Monolithic architectures Week 5: Introduction to micro-service architecture Week 6: Decomposition Strategies Week 7: Inter-process communication Week 8: Distributed Transactions and Saga Week 9: Business logic design Week 10: Event-based management Week 11 Queries Week 12: Testing processes in microservice systems Week 13: Distributed message queues Week 14: DevOps CI/CD					
Teaching Activities (The time spent for the activities listed here will determine the amount of credit required)	Weekly theoretical course hours: 3 Reading activities Internet search and library work Designing and implementing materials Making a report Midterm and revision for midterm Final exam and revision for final exam					

			Number	(a)	v	Veigh	4 (0.	/ <b>)</b>			
Assessment Criteria			Number	(8)	V	veigi	u (7	0)			
	Midterm ex	xam	1			3	0				
	Assignmen	ıt									
	Application	n									
	Project		1			3	0				
	Practice										
	Quiz				40						
	Final exam Total		3			10					
	Total		3			10					
	Activity			Number of	Duratio n			End of Semester Total			
				Weeks		eekly our)	7	Workload			
		heoretical cours		14		3 42			42		
		practical course									
		eading activities		14	2			28			
W. 11. 1. 4.1. G	Internet search and library work			14		1		14			
Workload of the Course	Designing and implementing materials			1		40		40			
	Making a report			1		6		6			
	Preparing and making presentations										
	Midterm and revision for midterm			1		10			10		
	Final exam and revision for final			1		10		10			
	exam Total workload							150			
	Total workload/ 25							6			
	Course Credit (ECTS)				6						
Contribution Level											
between Course				tcomes		1	2	3	4	5	
Outcomes and Program Outcomes	1			hematics, science, basic							
Outcomes			neering, computing, and computer ring; ability to use this knowledge in						X		
		solving complex engineering problems.									
			y to define, formulate and analyze								
			ngineering problems using basic mathematics and engineering								
	know. Sustainab		ge and considering the UN					X			
			Development Goals relevant to								
			e problems addressed.  o design creative solutions to								
	complex er design comp software, a		gineering problems; ability to								
		design compl	lex systems, processes, devices		es,			X			
		lgorithms or products to meet uture requirements, considering					11				
			constraints and conditions.								
		Ability	to select, us	se and develop							
	modern eng	appropriate techniques, resources and modern engineering and informatics tools,			le						
		timation and modeling, for the					37				
	4	analysis	and solution	nd solution of complex				X			
		engineering problems while being aware of their limitations.			of						
		5 Ability to use research methods to examine									

		complex engineering problems or research topics in computer engineering, including reviewing the literature, designing experiments, conducting experiments, collecting data, analyzing and interpreting results.					
	6	Knowledge of the effects of engineering practices and the standards used in these practices on society, health and safety, economy, sustainability and environment within the scope of the UN Sustainable Development Goals; awareness of the consequences of engineering solutions in the fields of information security and law.				X	
	7	Acting in accordance with engineering professional principles and knowledge on ethical responsibility; awareness of acting impartially, without discrimination on any issue, and being inclusive of diversity.		X			
	8	Ability to work effectively individually and as a team member or leader in intradisciplinary and multidisciplinary teams (face-to-face, remote, or hybrid).				X	
	9	Ability to conduct effective verbal and written communication on technical issues in Turkish or English, prepare reports, make effective presentations and prepare software documentation, considering the various differences of the target audience (such as education, language, profession).				X	
	10	Knowledge of business practices such as project, risk and change management and economic feasibility analysis; awareness of entrepreneurship and innovation.			X		
	11	Lifelong learning skill that includes the ability to learn independently and continuously, to adapt to new and developing scientific practices and technologies, and to think inquisitively about technological changes.				X	
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