# Object oriented programming 3 (ECTS 6)

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Language: this course is offered in Serbian and Hungarian.

Course description:

This is a project-based course and it enables students to apply core Java programming language features to develop mobile applications. The lectures also cover topics about agile development methods, application testing, user-experience (UX) design, version control tools, gamification elements and techniques. At the exercises, the students are developing Android application through team work. The lectures cover the following topics:

1. Android Studio advanced settings
2. How to build a cloud-connected Android app
3. Principles and best practices of mobile and Android development
4. Intro to Agile development methods
5. Scrum: tools and documentation
6. Scrum events
7. Version control techniques
8. Applying version control
9. UX design
10. Best practices in UX
11. About testing
12. Mobile app testing
13. Intro to Gamification
14. Gamification in mobile apps
15. Closing remarks

On completion of this course, students will know how to:

1. Design an Android app;
2. Apply some UX design patterns;
3. Know how to work and collaborate in group;
4. understand the differences between Scrum and traditional Project Management or Waterfall;
5. Know to develop application and using the SCRUM agile method;
6. Know to use some version control tool;
7. Know how to test application;
8. How to apply gamification elements and techniques in applications;