

Course Syllabus

A. COURSE INFORMATION AND TEACHING STAFF

1. Course	Name	GIS WEB AND MOBILE PROGRAMMING						
	Code	240513250						
	Activity	Lecture						
	Credit hours	3						
	Semester	Fall 2023/2024						
	Pre-requisite	240513140 GIS PROGRAMMING AND AUTOMATION						
2. Teaching staff, time and location	Section	Building	Room	Day	Time	Instructor	Office hours	
	1	EIT	104	M W	08:30-09:45	Aseel Bassam Mahmoud Kmail aseel.kmail@aaup.edu	N 02:00 - 03:00 MW 02:30 - 04:20 T 11:30 - 12:30 Th 12:30 - 14:20	

B. COURSE POLICIES

1. Commitment and Attendance	<p>Attendance is required; and university regulations in this regard are strictly applied. It is important to note the following:</p> <ol style="list-style-type: none"> The student is expected to follow all announcements issued by the university, faculty, department as well as the course instructor through the official channels. It is the student's full responsibility to get aware of these announcements and to react accordingly. The student has to communicate electronically with the course instructor, whenever needed, through the official channels exclusively which are limited to the AAUP email and Moodle messages only. The student is expected to attend all classes* and to arrive at classroom on time. If the instructor is late for class, the student must wait for at least 10 minutes before leaving the classroom. Absence by more than 25% of classes leads to an automatic withdrawal from the course (the grade W is assigned). The use of mobile phones or any other smart electronic devices is strictly prohibited during classes. <p>*a class refers to a lab session in case of labs.</p>
2. Performance of assessment activities	<p>The student must perform all course assessment activities, i.e. assignments, quizzes, exams etc. It is important to note the following:</p> <ol style="list-style-type: none"> Absence from an exam or a quiz other than the final exam leads to a zero mark in that exam or quiz. An exception allowing a makeup is made for a student submitting a legitimate excuse that is accepted by the instructor in a timely manner. Absence from the final exam leads to an FA grade that eventually turns to an F grade. An exception allowing a makeup exam is made if the student submits an official excuse that is accepted by the Academic Affairs in compliance with the university regulations. Late policy is applied if the student fails to submit his/her assignments and/or projects in due time.

Course Syllabus

3. Academic Integrity

The student is expected to be honest during the performance of assessment activities. While not limited to the list below, the following actions are examples of cheating:

1. Copying from other students.
2. Using materials that are not authorized by the proctor during quizzes or exams.
3. Collaborating with other students during quizzes or exams.
4. Stealing or buying the content of exams, quizzes, and assignments.
5. Stealing ideas and work of others and presenting them as that of the student (known in academia as plagiarism).
6. Using mobile phones or any other smart electronic devices during quizzes or exams.

4. Grading

A	4.00
A-	3.67
B+	3.33
B	3.00
B-	2.67
C+	2.33
C	2.00
C-	1.67
D+	1.33
D	1.00
F	0.35

Course Syllabus

5. Learning and teaching methods	Lectures	Class sessions involve lectures, video shows, case studies, discussions, debates, and power-point presentations on topics and current issues related to the course contents.
	Readings	This must be a key responsibility to each student. Students should read the relevant parts of the textbook and other materials before class. They should be prepared to raise questions and to get engaged in arguments on related topics in the class schedule.
	In class learning activities	Students are encouraged to learn actively individually and cooperatively in groups. Students are expected to engage with the material, participate in the class, and collaborate with each other. Students will be asked to analyze an argument, demonstrate role play, discuss case studies, make presentations, or apply a concept to a real-world situation.
	Outside class learning activities	The course instructor assigns projects and home assignments to students individually or in groups.
	Feedback	The instructor provides the students with feedbacks on their performance throughout the course, which can help them to realize their weaknesses and work harder to improve their performance.
	Online learning	Online learning platforms are utilized to provide students with additional resources as well as a continuous access to the course material beyond the classroom.

C. COURSE DETAILS

1. Course description & purpose	
2. CSLOs	Upon the completion of the course, students will be able to achieve the following learning outcomes:
	CSLO1 Develop Web applications using HTML, CSS and JavaScript
	CSLO2 Construct interactive spatial web maps using JavaScript libraries
	CSLO3 Create simple android applications and explain the basic concepts of Android mobile programming

Course Syllabus

4. CSLOs assessment	Outcomes	CSLO 1	CSLO 2	CSLO 3
	1 - Mid. Term	✓		
	2 - Project	✓		✓
	3 - Final Exam	✓	✓	✓

5. Assessments	Assessment tool	Weight %	CSLOs	Due week
	Mid. Term	30%	1	8
	Project	30%	1,3	15
	Final Exam	40%	1,2,3	16
	Total	100%		

6. Course schedule	Week	Topics	Study material	Assignment	CSLOs
	1	Introducing web development	Textbook 1		1
	2	HTML language as standard markup language for Web pages	Textbook 1		1
	3	HTML language as standard markup language for Web pages	Textbook 1		1
	4	CSS	Textbook 1		1
	5	CSS	Textbook 1		1
	6	JavaScript basics	Textbook 1		1

Course Syllabus

6. Course schedule	Week	Topics	Study material	Assignment	CSLOs
	7	JavaScript basics	Textbook 1		1
	8	Mid. Term			
	9	JavaScript Leaflet library			2
	10	JavaScript Leaflet library			2
	11	Integrate HTML+CSS+JavaScript -Web application project			1,2
	12	Introduce Java programming language+ Basics of Android programming	Textbook 2		3
	13	Introduce Java programming language+ Basics of Android programming	Textbook 2		3
	14	Develop Android applications	Textbook 2		3
	15	Project			
16	Final Exam				

D. COURSE MATERIAL

1. Textbook	1. Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics, 4th edition. 2. Beginning Android Application Development. Wei Lee.
2. Reference material	
3. Internet resources	<ul style="list-style-type: none"> • https://www.w3schools.com/css/ • https://www.w3schools.com/html/ • https://www.w3schools.com/javascript/ • https://www.tutorialspoint.com/android/index.htm