Overview

Mobile Application Development Using C# introduces students to programming for mobile devices. Building on students' previous knowledge of programming in C#, this course investigates Xamarin.Forms and how it can be used to build a mobile application. This course explores a broad range of topics, including mobile user interface design and development, building applications that adapt to different mobile devices and platforms, managing data using a local database, and consuming REST-based web services. There are several prerequisites for this course: Software I, Software II, and UI Design.

Competencies

▲ Readiness
This competency exists to assess the readiness of students.

▲ Supporting Devices and Platforms
The graduate develops an application that accounts for different platforms and device conditions.

▲ Managing Data
The graduate creates solutions to store, retrieve, and transmit mobile application data.

▲ User Interfaces
The graduate develops a user interface for a mobile application.

▲ Introduction to Mobile Development
The graduate develops a simple mobile application using an integrated development environment (IDE).

Learning

Getting Started
Welcome to Mobile Application Development Using C#! This uCertify course contains reading materials, videos, exercises, practice labs, and interactive knowledge checks. The pacing guide, included in the Welcome section of the course, provides a suggested weekly plan for working through the course in a timely manner. Competency in this course will be demonstrated by the successful completion of a performance assessment.