CIT 195 - APPLICATION DEVELOPMENT

Course Description

The student is introduced to .NET application and game development. Students use Visual Studio to develop applications and games featuring XAML-based and graphical interfaces, user devices such as game controllers, and database integration. Object-oriented concepts including encapsulation, inheritance, polymorphism, collections, delegates, and events are included. Application design patterns including 3-tier architecture and proper documentation are emphasized. Group 2 course.

Credit Hours

3

Contact Hours

4

Lecture Hours

2

Lab Hours

2

Required Prerequisites

CIT 110 with a grade of 2.0 or higher

General Education Outcomes supported by this course

Critical Thinking - Direct

Course Learning Outcomes

Knowledge:

- Explain the concept of inheritance.
- Explain how to implement inheritance when designing a large application.
- Explain the concept of design patterns.
- Explain the MVVM UI pattern.

Application:

- Demonstrate the application of object-oriented programming techniques when solving design issues.
- Demonstrate the use of the MVVM patter with 3-tier architecture.

Integration:

- Analyze a complex set of specifications and requirements to develop an application.

Human Dimension:

- Demonstrate interpersonal communication skills while relating design decisions.
- Demonstrate the ability to effectively critique their peer's work.
- Construct a functional user interface (UI) and experience (UX).

Caring - Civic Learning:

- Identify how the quality of code effects our daily experience and interaction with technology.

Learning How to Learn:

- Select professional development resources that support their learning styles.