CIT 195 - APPLICATION DEVELOPMENT

Course Description

The student is introduced to .NET application development. Students use the .NET framework and Visual Studio to develop applications and games for desktop and mobile devices. Object-oriented concepts including encapsulation, inheritance, polymorphism, collections, delegates, and events are included. Application design patterns including 3-tier architecture 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 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 pattern 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.