

## OPERATING SYSTEMS FOR MOBILE DEVICES

Title of Study Programme and Code		Type (compulsory/optional)	Cycle	Year of study when the component is delivered (if applicable)
Information Systems Engineering 6531EX043		Compulsory	1 <sup>st</sup>	3 <sup>rd</sup> year
Semester/trimester when the component is delivered		Number of ECTS credits allocated	Language of instruction	Mode of delivery (face-to-face/e-learning/...)
6 <sup>st</sup>		3 ECTS	English	face-to-face
Learning outcomes			Study methods	Assessment methods
After completion of the study subject, a student should be able to:			Lectures; Explanation of concepts; Analysis of problems solved; Individual solution of problems; Group tasks.	Written Exam; Tests; Defence of individual homework.
LO 1	Enable view of mobile devices from platform perspective.			
LO 2	Enable view of mobile operating systems from platform perspective.			
LO 3	Enable required skills to identify and install most suitable and up to date operating system.			
LO 4	Enable required skills configure and customize mobile operating system according to user requirements.			
LO 5	Collect and analyze data for smart and innovative solution implementation.			
LO 6	Enable required skills for team working and collaboration while solving issues.			
LO 7	Take ownership and responsibility of team work results, quality and personal tasks.			
LO 8	Share knowledge, mindset and best practice.			
Prerequisites (these courses must be successfully completed prior to taking this particular course)				
Operating systems, Computer Architecture and Organization				
Course content				
<ol style="list-style-type: none"> <li>1. Types of mobile devices.</li> <li>2. Portable devices.</li> <li>3. Current families of mobile operating systems (iOS, Android, BlackBerry OS, HP WebOS, Windows Mobile/Phone, Symbian).</li> <li>4. Other mobile operating systems projects live or development stage (LiMO, MeeGo, Bada,</li> </ol>				

FirefoxOS).

5. Research of world wide mobile operating system market.
6. Compare and asses selected mobile operating systems following provided parameters and criteria.
7. Mobile operating system setup, upgrade and application installation.
8. Mobile operating system graphical user interface controls, gadgets, features.

#### **Recommended or required reading and other learning resources/tools**

1. Simon Jary (2011).The Complete Guide to Android. IDG Communications.
2. Marko Gargenta (2011). Learning Android. O'Reilly Media, Inc.
3. Jon Westfall (2011). Windows Phone 7 Made Simple. Apress.
4. Fabio Claudio Ferracchiati, Emanuele Garofalo (2011). Windows Phone 7 Recipes: A Problem-Solution Approach. Apress.
5. Mark L. Murphy (2009).Beginning Android. Apres.
6. Windows Phone Home Page. Available at: <http://www.microsoft.com/windowsphone/It-It/default.aspx>
7. BlackBerry OS Home Page. Available at: [www.blackberryos.com](http://www.blackberryos.com)
8. Home - HP webOS Developer Center. Available at: <http://developer.palm.com/>
9. Android Home Page. Available at: [www.android.com/](http://www.android.com/)
10. Android Developers Page. Available at: <http://developer.android.com>
- 11.Apple iOS Home Page. Available at: <http://www.apple.com/ios/>
12. Apple iOS Developers Page. Available at: <http://developer.apple.com/webapps/>