

This course focuses on the planning and the delivery of applications for mobile and tablet devices. Students have the opportunity to learn object-oriented programming and UX design processes. Students are also given the chance to use applications to build a new application for phones and tablets, and to build prototypes for digital products.

Letter Grade, Pass/No Pass

4

48 - 54, 48 - 54

None

None

None

Transferable to CSU only