

COMP90018 Mobile Computing Systems Programming

Credit Points:	12.50						
Level:	9 (Graduate/Postgraduate)						
Dates & Locations:	This subject is not offered in 2011.						
Time Commitment:	Contact Hours: 24 hours of lectures, 12 hours of student presentations, 12 hours of tutorial/laboratory classes; Non-contact time commitment: 84 hours Total Time Commitment: Not available						
Prerequisites:	<p>The prerequisites are:</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP90015 Distributed Systems</td> <td>Not offered 2011</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	COMP90015 Distributed Systems	Not offered 2011	12.50
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COMP90015 Distributed Systems	Not offered 2011	12.50					
Corequisites:	None						
Recommended Background Knowledge:	None						
Non Allowed Subjects:	None						
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/						
Contact:	Dr Adrian Pearce email: adrianrp@unimelb.edu.au (mailto:adrianp@unimelb.edu.au)						
Subject Overview:	A major focus is the programming of mobile devices using the standard toolkits "Java Micro Edition" or ".NET Compact Framework". Topics covered include: programming applications for Smartphones and PDAs; user interfaces for mobile devices; accessing location sensing technologies; interfaces for grid computing; geometric routing; data and information management, in particular for location-based services; privacy and security issues; and SsyncML, WAP and XML technologies.						
Objectives:	On completion of this subject students should: <ul style="list-style-type: none"> # Be familiar with key concepts and technologies in mobile and location-aware computing # Have practical skills in implementing fundamental algorithms used in mobile computing 						
Assessment:	Project work during semester of approx. 24 hours (25%), one presentation including a short paper of a current research approach in mobile computing expected to take about 12 hours (15%) and a 3-hour written examination at the end of the semester (60%). All components must be completed satisfactorily to pass the subject.						
Prescribed Texts:	None						
Breadth Options:	This subject is not available as a breadth subject.						
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees						
Generic Skills:	On completion of this subject students should: <ul style="list-style-type: none"> # Be able to undertake problem identification, formulation and solution # Have a capacity for independent critical thought, rational inquiry and self-directed learning; and 						

	# Have a profound respect for truth and intellectual integrity, and for the ethics of scholarship
Related Majors/Minors/ Specialisations:	Master of Engineering (Software)