

# Smartphone Programmer, Professional Series

The Smartphone Programmer series provides students with an opportunity to gain knowledge and develop skills needed to design, build and test applications for mobile devices. Students will also learn how to effectively market their applications. After completing the series, students may apply the credits toward an associate in science degree.

For additional information, please contact faculty advisor, Svetlana Marzelli, at (609) 343-5017 or [smarzell@atlantic.edu](mailto:smarzell@atlantic.edu).

## Upon completion of this program students will be able to:

- Develop basic computer application programs in Java or C++;
- Design, build and test basic mobile applications for the Android or the iPhone;
- Market mobile device applications through an online application store;
- Apply productivity software for functional and analytical purposes.

(ZSPH)

Program: [Computer Information Systems](#)

## Courses

Choose one:

CISM135-Computer Programming – C++

or

CISM154-Computer Programming-Java

Choose one:

CISM159- Intermediate Programming – C++

or

CISM254-Advanced Computer Programming – Java

Choose one:

CISM270-iPhone Programming

or

CISM271-Android Programming

<b>Course #</b>	<b>Title</b>	<b>Credits:</b>
ARTS116	Graphic Design	3
CISM125	Introduction to Computers	3
	Choice of Course (4 Credits)	4
	Choice of Course (4 Credits)	4
	Choice of Course (4 Credits)	4
	<b>Total credits:</b>	<b>18</b>