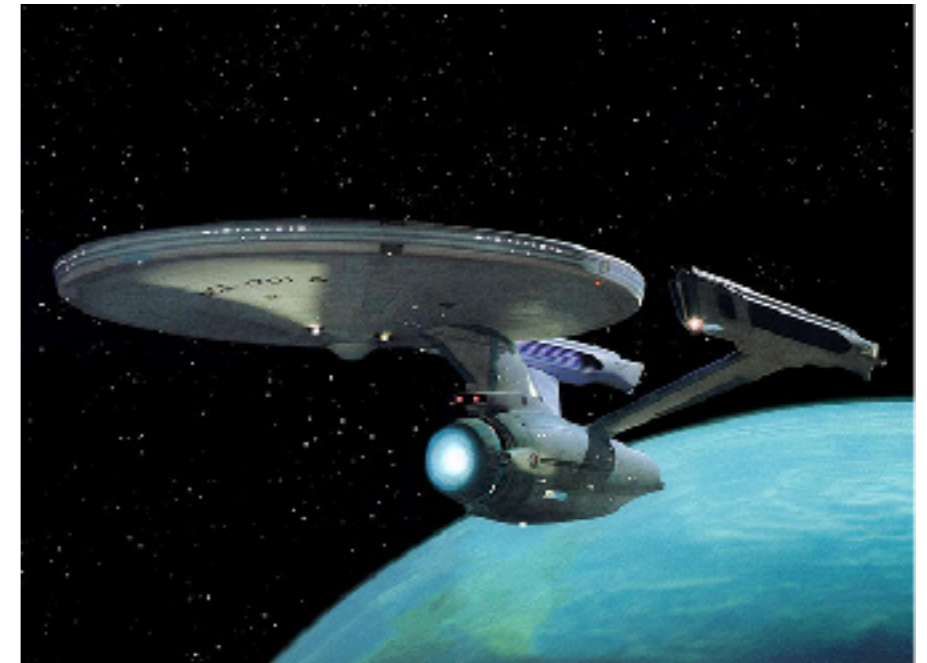


Course Introduction

Professor Larry Heimann
Mobile Application Design & Development
Information Systems Program

Who am I? Who are you?





CODA

WINNER
U.S. DRAMATIC SPECIAL AWARDS
sundance
2021

WINNER
U.S. DRAMATIC SPECIAL AWARDS
sundance
2021

WINNER
DIRECTING AWARD U.S. DRAMATIC
sundance
2021

WINNER
AUDIENCE AWARD U.S. DRAMATIC
sundance
2021

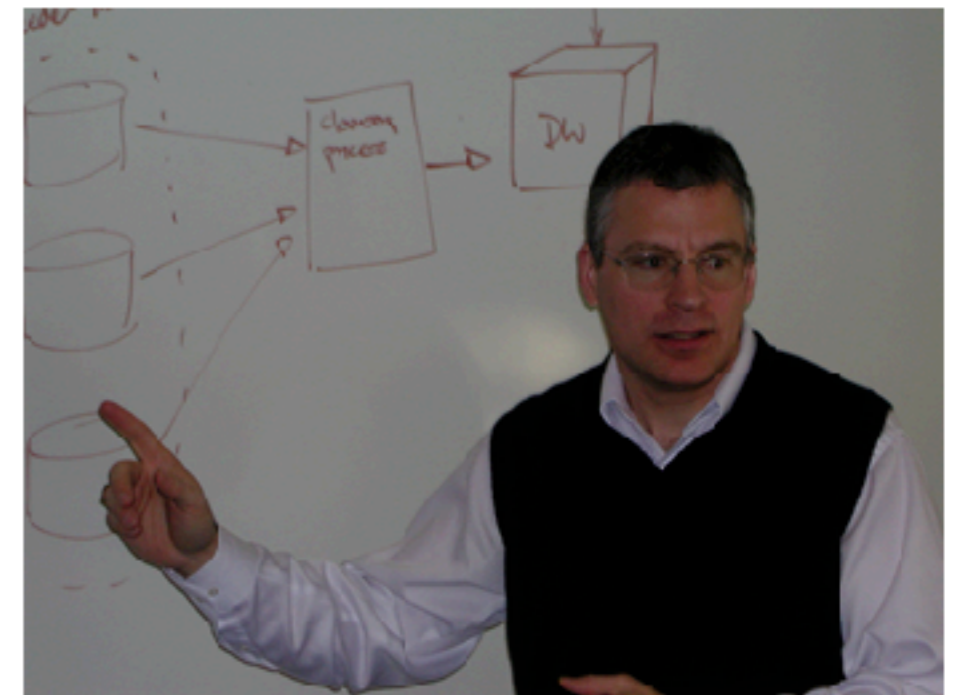


67-343: Mobile Application Development in Flutter

Carnegie Mellon University
Fall 2021 - Professor Heimann

This course provides students with the concepts and techniques to design and develop mobile applications, and to understand the design process for mobile applications. Students will learn some of the key concepts in mobile application development through course lectures and a series of lab exercises where they will build a variety of small applications. Students will then apply these concepts in the course project where they will build a high-quality mobile application using the Flutter framework. This course is an elective course in the Information Systems major and is open to students who have completed 15-112 or equivalent.

Links at the top and bottom of the page should direct students to relevant course materials (schedule, course policies, project assignments and the like) that are being used for the Fall 2021 semester. The general policies link are for those adopted by the IS Program; all will be adhered to in this course.



Diving into Dart



Dart