



San Jose Polytechnic University

Spring 2017
Course Schedule
1/9/2017 – 4/22/2017

DEPARTMENT OF MOBILE COMPUTING

Course # MC 500
 Course Title Introduction to Mobile Computing
 Prerequisite Graduate Standing
 Description The purpose of this course is to introduce students to the general topics in Mobile Computing System architecture. Topics covered in this course are: mobile computing infrastructure, mobile hardware device introduction, mobile communication basics, mobile computing security, mobile application architecture, mobile development environment, and mobile development management.
 Units 3

COURSE#	DATE	TIME	INSTRUCTOR	ROOM
MC 500 – 1	Fri	3:00 – 6:00 PM	Dr. Eugene Chang	103

Course # MC 502
 Course Title Mobile System Architecture Design using UML
 Prerequisite Graduate Standing
 Description The purpose of this course is to provide students with concepts, principles, processes, tasks, and mobile system architecture design using standard Unified Modeling Language (UML) modeling diagrams. The software design theories will be applied to developing mobile computing applications. Topics covered in this course are: Mobile system architecture, Android application design principles, Unified Modeling Language (UML) standards, object oriented design and modeling, software development process and models, use case modeling and requirements, Class diagrams, State diagrams, Sequence diagrams, software design specifications.
 Units 3

COURSE#	DATE	TIME	INSTRUCTOR	ROOM
MC 502 – 1	Fri	6:00 – 9:00 PM	Dr. Eugene Chang	103

Course # MC 523
 Course Title Introduction to Cloud Computing
 Prerequisite MC 520, MC 521
 Description The purpose of this course is to introduce students to the fundamental concepts and design issues in Cloud Computing.
 Description Topics to be covered in this course are: Cloud based mobile apps, Mobilizing apps, Building mobile apps, Building apps in the cloud, Cloud architecture, Enhancing user experience, Hybrid apps, Photo-blogging app, Cloud development services, Social apps, App stores.
 Units 3

COURSE#	DATE	TIME	INSTRUCTOR	ROOM
MC 523 – 1	Wed	5:00 – 8:00 PM	Dr. Jason Yao	103

DEPARTMENT OF VLSI ENGINEERING

Course # VE 502
 Course Title Computer Networks
 Prerequisite Graduate Standing
 Description The purpose of the course is to provide students with fundamental knowledge of computer networking technologies and infrastructure that is required by modern information professionals. Students will have detailed description of each layer of ISO/OSI reference model, including physical, data link, network and application protocols and functionality of each layer of TCP/IP reference model. Topics covered in this course are: Network Hardware and Software, Network Standardization, The Physical Layer: Data Communication, Transmission Media, Wireless Transmission, Communication Satellites, The Data Link Layer: Design and Interface Issues, Error Detection and Correction, Data Link Layer Protocol and Verification, Medium Access Control: Channel Allocation, Multiple Access Arbitration, Network Layer: Design Issues, Routing Algorithms, Congestion Control Algorithms, Internetworking Technology, IP Protocol, The Transport Layer: Internet Transport Protocols, UDP and TCP, Performance Issues, The Application Layer: Domain Name System, Client/Server Model, Socket Programming, Electronic Mail, World Wide Web, Wireless Networks, Network Security and Management.
 Units 3

COURSE#	DATE	TIME	INSTRUCTOR	ROOM
VE 502 – 1	Wed	10 AM – 1 PM	Mr. Jack Ho	103

Course # VE 504
 Course Title Embedded Systems Design
 Prerequisite VE 500, VE 501
 Description The purpose of this course is to introduce the graduate students to the fundamentals of embedded system hardware and firmware design. Topics covered in this course are: embedded processor selection, hardware/firmware partitioning, glue logic, circuit design and layout, hardware debug, firmware development and debug tools, firmware architecture and design, and platform debug.
 Units 3

COURSE#	DATE	TIME	INSTRUCTOR	ROOM
VE 504 – 1	Tue	10 AM – 1 PM	Dr. Rahul Dubey	103

Course # VE 511
 Course Title Digital Logic Design Using Verilog
 Prerequisite VE 503
 Description The purpose of this course is to provide the graduate students with the fundamental aspects of logic design systems, verilog constructs and hardware modeling techniques. Topics covered in this course are: digital design specification, sub-systems logic design, design integration, design validation, and verilog model design including language elements, data types, structural, dataflow & behavioral modeling, and common constructs & coding consideration.
 Units 3

COURSE#	DATE	TIME	INSTRUCTOR	ROOM
VE 511 – 1	Sat	3:15 – 6:16 PM	Mr. Amulya Patra	103