

Specification of Competency Standards
for the Retail Industry
Unit of Competency

Functional Area - Website Design and Development

Title	Master the design and development of mobile device applications
Code	107214L4
Description	In the system development process, master the major mobile phone platforms (such as Apple IOS, Android OS, Windows Mobile OS, BlackberryOS, etc.) and the different programming languages (such as Objective-C, Swift, Java, C #, etc.) for mobile application development.
Level	4
Credit	6 (For Reference Only)
Competency	<p>Performance Requirements</p> <p>1. Understand the concept of mobile applications</p> <ul style="list-style-type: none"> • Understand the characteristics of mobile applications • Understand the major mobile platforms, such as Apple IOS, Android OS, Windows Mobile OS, Blackberry OS, etc.) • Understand the mainstream mobile phone development models, such as native mode, web mode and mixed mode • Master the different development platforms and programming language design technology <p>2. Master the different development platforms and programming language to develop mobile phone applications</p> <ul style="list-style-type: none"> • Master the use of different development platforms and programming languages, such as language features and features, the development environment configuration, program testing, development tools, modular design, etc. • Master web model development, MVC architecture, adaptive web design and interactive programming <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Meet the requirements of support and compatibility of different mobile devices. • Ensure the mobile device applications seamlessly integrate into the corporate overall system.
Assessment Criteria	<p>The integrated outcome requirement of this UoC is the ability to:</p> <ul style="list-style-type: none"> • Understand the major mobile phone platforms. • Understand the development of different mobile phone program mode. • Master the relevant programming language (such as Objective-C, Swift, Java, C #, etc.).
Remark	