Subject	§126. Technology Applications			
Course Title	**§126.39. Mobile Application Development (One-Half to One Credit), Beginning with School Year 2012-2013**			
TEKS (Knowledge and Skills)	**Student Expectation**	**Breakout**	**Element**	**Subelement**
(a) General Requirements. Students shall be awarded one-half to one credit for successful completion of this course. The required prerequisites for this course are proficiency in the knowledge and skills relating to Technology Applications, Grades 6-8, and Algebra I. This course is recommended for students in Grades 9-12.				
(b) Introduction.				
(1) The technology applications curriculum has six strands based on the National Educational Technology Standards for Students (NETS•S) and performance indicators developed by the International Society for Technology in Education (ISTE): creativity and innovation; communication and collaboration; research and information fluency; critical thinking, problem solving, and decision making; digital citizenship; and technology operations and concepts. (2) Mobile Application Development will foster students' creativity and innovation by presenting opportunities to design, implement, and deliver meaningful projects using mobile computing devices. Students will collaborate with one another, their instructor, and various electronic communities to solve problems presented throughout the course. Through data analysis, students will identify task requirements, plan search strategies, and use software development concepts to access, analyze, and evaluate information needed to program mobile devices. By using software design knowledge and skills that support the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create solutions, and evaluate the results. Students will learn digital citizenship by researching current laws and regulations and by practicing integrity and respect. Students will gain an understanding of the principles of mobile application development through the study of development platforms, programming languages, and software design standards. (3) Statements that contain the word "including" reference content that must be mastered, while those containing the phrase "such as" are intended as possible illustrative examples.				
(c) Knowledge and Skills.				
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(A) create effective user interfaces appropriate for a specified mobile device that is best suited for an identified purpose			
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(B) create effective user interfaces for browser-based, native, and hybrid mobile applications	(i) create effective user interfaces for browser-based mobile applications		
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(B) create effective user interfaces for browser-based, native, and hybrid mobile applications	(ii) create effective user interfaces for native mobile applications		
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(B) create effective user interfaces for browser-based, native, and hybrid mobile applications	(iii) create effective user interfaces for hybrid mobile applications		
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(C) create mobile application components appropriate for identified needs			

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(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(D) create browser-based applications for mobile devices			
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(E) create native applications that can reside on specified mobile devices			
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(F) create mobile applications that combine native and hybrid components	(i) create mobile applications that combine native components		
(1) Creativity and innovation. The student develops products and generates new understanding by extending existing knowledge. The student is expected to:	(F) create mobile applications that combine native and hybrid components	(ii) create mobile applications that combine hybrid components		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(A) demonstrate an understanding of and discuss how teams function	(i) demonstrate an understanding of how teams function		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(A) demonstrate an understanding of and discuss how teams function	(ii) discuss how teams function		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(B) use teamwork to solve problems			
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(C) describe the development workflow of mobile applications			

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(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(D) use time-management techniques to develop and maintain work schedules, meet deadlines, and establish mobile application project criteria	(i) use time-management techniques to develop work schedules		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(D) use time-management techniques to develop and maintain work schedules, meet deadlines, and establish mobile application project criteria	(ii) use time-management techniques to maintain work schedules		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(D) use time-management techniques to develop and maintain work schedules, meet deadlines, and establish mobile application project criteria	(iii) use time-management techniques to meet deadlines		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(D) use time-management techniques to develop and maintain work schedules, meet deadlines, and establish mobile application project criteria	(iv) use time-management techniques to establish mobile application project criteria		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(E) describe a problem solution			
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(F) document and share problem solutions through various media	(i) document problem solutions through various media		
(2) Communication and collaboration. The student communicates and collaborates with peers to contribute to his or her own learning and the learning of others. The student is expected to:	(F) document and share problem solutions through various media	(ii) share problem solutions through various media		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(A) analyze, identify, and describe mobile application project stakeholders and their perspectives	(i) analyze mobile application project stakeholders		

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(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(A) analyze, identify, and describe mobile application project stakeholders and their perspectives	(ii) identify mobile application project stakeholders		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(A) analyze, identify, and describe mobile application project stakeholders and their perspectives	(iii) describe mobile application project stakeholders		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(A) analyze, identify, and describe mobile application project stakeholders and their perspectives	(iv) analyze their [mobile application project stakeholders] perspectives		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(A) analyze, identify, and describe mobile application project stakeholders and their perspectives	(v) identify their [mobile application project stakeholders] perspectives		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(A) analyze, identify, and describe mobile application project stakeholders and their perspectives	(vi) describe their [mobile application project stakeholders] perspectives		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(B) collect and analyze available data to identify mobile application project requirements	(i) collect available data to identify mobile application project requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(B) collect and analyze available data to identify mobile application project requirements	(ii) analyze available data to identify mobile application project requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(i) analyze input requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(ii) identify input requirements		

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(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(iii) describe input requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(iv) analyze output requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(v) identify output requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(vi) describe output requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(vii) analyze processing requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(viii) identify processing requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(C) analyze, identify, and describe input, output, and processing requirements	(ix) describe processing requirements		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(D) analyze, identify, and define hardware and software specifications	(i) analyze hardware specifications		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(D) analyze, identify, and define hardware and software specifications	(ii) identify hardware specifications		

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(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(D) analyze, identify, and define hardware and software specifications	(iii) define hardware specifications		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(D) analyze, identify, and define hardware and software specifications	(iv) analyze software specifications		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(D) analyze, identify, and define hardware and software specifications	(v) identify software specifications		
(3) Research and information fluency. The student locates, analyzes, processes, and organizes data. The student is expected to:	(D) analyze, identify, and define hardware and software specifications	(vi) define software specifications		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(A) compare and contrast design decisions based on the hardware considerations of a mobile device	(i) compare design decisions based on the hardware considerations of a mobile device		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(A) compare and contrast design decisions based on the hardware considerations of a mobile device	(ii) contrast design decisions based on the hardware considerations of a mobile device		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(B) compare and contrast available mobile technologies, including platforms and their operating systems	(i) compare available mobile technologies, including platforms and their operating systems		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(B) compare and contrast available mobile technologies, including platforms and their operating systems	(ii) contrast available mobile technologies, including platforms and their operating systems		

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(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(C) compare and contrast available development approaches, including application to specific technologies and platforms	(i) compare available development approaches, including application to specific technologies		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(C) compare and contrast available development approaches, including application to specific technologies and platforms	(ii) compare available development approaches, including application to specific platforms		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(C) compare and contrast available development approaches, including application to specific technologies and platforms	(iii) contrast available development approaches, including application to specific technologies		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(C) compare and contrast available development approaches, including application to specific technologies and platforms	(iv) contrast available development approaches, including application to specific platforms		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(D) determine the most appropriate solution for the development of a given mobile application, including browser-based, native, and hybrid approaches	(i) determine the most appropriate solution for the development of a given mobile application, including browser-based approaches		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(D) determine the most appropriate solution for the development of a given mobile application, including browser-based, native, and hybrid approaches	(ii) determine the most appropriate solution for the development of a given mobile application, including native approaches		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(D) determine the most appropriate solution for the development of a given mobile application, including browser-based, native, and hybrid approaches	(iii) determine the most appropriate solution for the development of a given mobile application, including hybrid approaches		

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(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(E) compare and contrast available programming languages and how their use might be applied to specific technologies and platforms	(i) compare available programming languages		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(E) compare and contrast available programming languages and how their use might be applied to specific technologies and platforms	(ii) contrast available programming languages		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(E) compare and contrast available programming languages and how their use might be applied to specific technologies and platforms	(iii) compare how use [of available programming languages] might be applied to specific technologies		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(E) compare and contrast available programming languages and how their use might be applied to specific technologies and platforms	(iv) contrast how use [of available programming languages] might be applied to specific technologies		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(E) compare and contrast available programming languages and how their use might be applied to specific technologies and platforms	(v) compare how use [of available programming languages] might be applied to specific platforms		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(E) compare and contrast available programming languages and how their use might be applied to specific technologies and platforms	(vi) contrast how use [of available programming languages] might be applied to specific platforms		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(F) identify and justify the selection of an appropriate programming language, including available resources and required interfaces	(i) identify the selection of an appropriate programming language, including available resources		

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(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(F) identify and justify the selection of an appropriate programming language, including available resources and required interfaces	(ii) justify the selection of an appropriate programming language, including available resources		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(F) identify and justify the selection of an appropriate programming language, including available resources and required interfaces	(iii) identify the selection of an appropriate programming language, including required interfaces		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(F) identify and justify the selection of an appropriate programming language, including available resources and required interfaces	(iv) justify the selection of an appropriate programming language, including required interfaces		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(G) select an appropriate program development environment			
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(H) identify and use available libraries	(i) identify available libraries		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(H) identify and use available libraries	(ii) use available libraries		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(I) evaluate and justify the selection of appropriate options and components	(i) evaluate the selection of appropriate options		

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(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(I) evaluate and justify the selection of appropriate options and components	(ii) justify the selection of appropriate options		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(I) evaluate and justify the selection of appropriate options and components	(iii) evaluate the selection of appropriate components		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(I) evaluate and justify selection of appropriate options and components	(iv) justify the selection of appropriate components		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(J) compare and contrast available networks and their implications for mobile application development	(i) compare available networks		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(J) compare and contrast available networks and their implications for mobile application development	(ii) contrast available networks		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(J) compare and contrast available networks and their implications for mobile application development	(iii) compare [available networks'] implications for mobile application development		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(J) compare and contrast available networks and their implications for mobile application development	(iv) contrast [available networks'] implications for mobile application development		

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(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(K) compare and contrast design strategies related to mobile network and device security	(i) compare design strategies related to mobile network security and device security		
(4) Critical thinking, problem solving, and decision making. The student uses appropriate strategies to analyze problems and design algorithms. The student is expected to:	(K) compare and contrast design strategies related to mobile network and device security	(iii) contrast design strategies related to mobile network security and device security		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(A) discuss copyright laws and issues	(i) discuss copyright laws		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(A) discuss copyright laws and issues	(ii) discuss copyright issues		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(B) model ethical acquisition and use of digital information	(i) model ethical acquisition of digital information		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(B) model ethical acquisition and use of digital information	(ii) model ethical use of digital information		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(C) cite sources using established methods			

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(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(D) demonstrate proper digital etiquette and knowledge of acceptable use policies	(i) demonstrate proper digital etiquette		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(D) demonstrate proper digital etiquette and knowledge of acceptable use policies	(ii) demonstrate knowledge of acceptable use policies		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(E) investigate mobile device security measures such as passwords, virus detection, and virus prevention	(i) investigate mobile device security measures		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(F) describe potential risks and benefits associated with the use of a mobile application	(i) describe potential risks associated with the use of a mobile application		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(F) describe potential risks and benefits associated with the use of a mobile application	(ii) describe potential benefits associated with the use of a mobile application		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(G) identify current and emerging technologies related to mobile applications	(i) identify current technologies related to mobile applications		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(G) identify current and emerging technologies related to mobile applications	(ii) identify emerging technologies related to mobile applications		

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(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(H) evaluate technologies and assess their applicability to current mobile applications	(i) evaluate technologies		
(5) Digital citizenship. The student explores and understands safety, legal, cultural, and societal issues relating to the use of technology and information. The student is expected to:	(H) evaluate technologies and assess their applicability to current mobile applications	(ii) assess their [technologies] applicability to current mobile application		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(A) demonstrate an understanding of the difference between desktop and mobile applications			
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(B) demonstrate an understanding of hardware and software structures and requirements in the design of mobile applications	(i) demonstrate an understanding of hardware structures in the design of mobile applications		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(B) demonstrate an understanding of hardware and software structures and requirements in the design of mobile applications	(ii) demonstrate an understanding of software structures in the design of mobile applications		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(B) demonstrate an understanding of hardware and software structures and requirements in the design of mobile applications	(iii) demonstrate an understanding of hardware requirements in the design of mobile applications		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(B) demonstrate an understanding of hardware and software structures and requirements in the design of mobile applications	(iv) demonstrate an understanding of software requirements in the design of mobile applications		

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(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(C) recognize multiple platforms and demonstrate an understanding of their associated requirements	(i) recognize multiple platforms		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(C) recognize multiple platforms and demonstrate an understanding of their associated requirements	(ii) demonstrate an understanding of their [multiple platforms] associated requirements		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(D) recognize various program development environments			
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(E) demonstrate an understanding of event-based programming and its appropriate use	(i) demonstrate an understanding of event-based programming		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(E) demonstrate an understanding of event-based programming and its appropriate use	(ii) demonstrate an understanding of its [event-based programming] appropriate use		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(F) describe how memory management affects mobile application design			
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(G) demonstrate an understanding of how low bandwidth and the mobility of a device affect the design of mobile applications	(i) demonstrate an understanding of how low bandwidth affect the design of mobile applications		

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(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(G) demonstrate an understanding of how low bandwidth and the mobility of a device affect the design of mobile applications	(ii) demonstrate an understanding of how the mobility of a device affect the design of mobile applications		
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(H) identify applications that are best suited for mobile devices			
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(I) demonstrate an understanding of the use of libraries when designing mobile applications			
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(J) use a simulation tool to emulate a mobile device's functionality			
(6) Technology operations and concepts. The student understands technology concepts, systems, and operations as they apply to computer science. The student is expected to:	(K) use actual mobile devices to test mobile applications			