Mobile App Development Program
iOS: Design and develop applications for the Apple iPhone and iPad. Recap how to register for the development program, download, and install XCode. Understand the Objective C programming language. Compile and debug sample applications which illustrate iPhone features and focus on User Interface Implementation. Develop applications to practice generating an interface. Become confident with Objective C code, the graphical user interface builder, and overall XCode project integration. Incorporate phone specific features like accelerometer, touch screen, GEO positioning, sound, and web access. Target groups for this program are developers, testers, and business analysts interested in this technology.
This program includes:
- iOS App Development
- Advanced iOS App Development

Android: Understand Google’s Android mobile device platform, its position in the marketplace and the application for actual devices. Receive hands-on experiences in using Google’s Android Software Development Kit (SDK). Create several small and simple applications based on core concepts and then apply them to build a complex application which combines several Android features. Utilize and integrate specific features such as the user interface, process creation, life cycle events, process services, location based facilities, accelerometer, on-device sensors, network/web access, and sound/multimedia. Test-based development methods will be stressed throughout the course and students will learn to test and debug their applications using the emulator and actual device. Course also includes an overview of the mobile device and application market, registering with the Google Market to be an Android developer, and distributing applications to the Android user population.
This program includes:
- Android App Development
- Advanced Android App Development

Each course within this program is a combination of lectures, demos and hands-on. 75% of the time will go in hands-on activities with the lecturer paying close attention to each individual.

Web Design & Web Application Development
This course is intended for developers or students who are responsible for interface design. After completing this course, students will be able to acquire the concepts of User Interface Design; understand interface rules; use color and type. This course guides students to write static Web pages using HTML and Cascading Style sheets, client-side code. This course also trains them to create dynamic Web pages with rich user interface design. Students will be able to create web pages that dynamically display content; display, manipulate, and modify data in a relational database.
This program includes:
- Multimedia Web-based Content
- Web Design
- Web Application Development
- Web Service Development

Software Development
Be a software expert of your company and improve your software apps development skills with our training courses. We offer both on demand and classroom courses to enable you to build the best software development. Our program may endeavor a person to become database manager, database administrator and project developer, who are beneficial for institute, companies and bigger organization. It will be an intensive training which would provide hands-on experience.
This program includes:
- Database and Application Development
- Object-Oriented Software Design
- Service-Oriented Development

Practical Network
Be a network expert of your company and improve your practical network skills with our training course. We offer both on demand and classroom courses to enable you to build the best practical Computer Network.
This program includes:
- Network Design
- Server Administrator
- Practical Computer Network
iOS App Development

After finishing the course, participants are expected to create an idea in developing an application on iOS devices such as iPhone and iPad. The course will introduce the students to the frameworks, tools and the languages that have been used in iOS app development.

Android App Development

This course is an introduction to mobile application programming using the latest version of the Android stack. Topics include the activity lifecycle, resources, layouts, intents for multiple activities, menus, fragments and dialogs, action bar, adapters, data persistence via shared preferences, SQLite, and content providers. Emphasis is handled on use of these components in applications. Upon completion of this course, students will be able to:

- build their own Android apps from the scratch using Java programming language
- develop useful Android applications with compelling user interfaces
- understand how Android applications work, their life cycle, manifest, Intents, and using internal and external resources including Data Persistence(SQLite)

Multimedia Web-based Content Development

After finishing the course, participants are expected to create an idea in designing a rich user interface for website or application. This course will mainly focus on how to design and work with graphical Web user interface by using some design tools such as Photoshop, Illustrator, and some other tools for graphics design and video.

Web Application Development

After finishing the course, participants are expected to be able to build a web application/web interacted application with rich and friendly interface design. This course will introduce concepts in programming web application servers. We will study about the fundamental architectural elements of programming websites that produce content dynamically.

Database & Application Development

After finishing the course, participants are expected to create an idea in database design and development in Relational Database (MS SQL Server/MySQL) as well as data manipulation using SQL. Moreover, they will be able to use Visual Studio.net(C#) or Eclipse (Java Environment) as a tool in developing basic applications for displaying, inserting, and updating data into database.

Introduction to Computer Network

To introduce students with technical background to the major concepts, evolution trends, architectures, standards, technologies, design, and performance evaluation of computer network. When a student completes this course, s/he will be able to:

- understand a broad range of computer network terminologies and technologies
- understand the basic knowledge of computer network fundamentally,
- develop critical ability in designing, selecting, or integrating these network technologies
- understand the meaning and power of a layered architectural model
- explain Internet addressing, naming, congestion control, and QoS
- apply and implement addressing and routing techniques
- understand major network performance issues and analyze the performance of basic LAN

Server Administrator

After finishing this course successfully, students will be able to acquire skills in: peer-to-peer network, installation; disk management; configuring disks for RAID level by Soft RAID and Hard RAID; implementing networks using Windows Server 2008; post-installation procedures: Understanding and using TCP/IP; Routing and Remote Access Service (RRAS); Virtual Private Networks (VPN); Dynamic Host Configuration Protocol(DHCP); Internet Information Service(IIS) for Web and FTP Server; Domain Name System (DNS); Active Directory; creating and managing User Accounts, shared folders and emails account; Planning and identifying backup and restoring strategies and configuring printers.

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