

**GLS INSTITUTE OF COMPUTER TECHNOLOGY**  
**Subject Name: Software Lab in Mobile Computing (SL-MC)**  
**PRACTICAL ASSIGNMENT: 3**

**FACULTY: PRERNA AGRAWAL**

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1. Create an application that designs a layout which contains one image view and two buttons Start and Stop. Create a frame by frame animation such that when start button is clicked the animation starts and when stop button is clicked the animation is stopped. The images should be fetched from the resources folder (You can take any readymade image available or you can create your own).
2. Create an application that designs a layout with spinner and an image view. The spinner should contain various shapes like circle, rectangle and rounded rectangle. When a shape is selected from the spinner that shape should be drawn in the image view. (Hint: Use shape Drawable or xml files for shapes on image view)
3. Create a login application that designs a layout with two text boxes username and password and a button login. The values of user name and password will be entered by the user. The username and password will be validated from the username and password stored in the resources folder. If username and password is not validated and incorrect, login button should remain disabled. If username and password is validated and correct, login button should be enabled and pass username to next layout using intent.
4. Create an application that provides a layout with two spinners and one label (for text). One spinner should contain list of different colors (available colors) and another spinner should contain list of different fonts (available fonts). When the user selects specific font and color from the spinner than the text in the label should be displayed in that color and in that specific font.
5. Create an application that designs a layout which contains a list view with following options:
  - a. Rotate
  - b. Scale
  - c. Alpha
  - d. TranslateWhen the user selects any option than a new layout should be opened with an image view and the selected animation should be performed on that image view. (Hint: Use XML file, perform the selected animation on the given image view)
6. Create an application that designs a layout with a web view. A HTML Page should be designed and stored in the Assets Folder. When the application is started that HTML page should be fetched from the Assets folder and should be displayed in the Web View.
7. Create an application that designs a layout with two spinners named shapes and colors and a image view. One spinner will contain the different shapes like rectangle, square, circle etc and second spinner will contain different colors like yellow, red, blue etc. The user will select different values from both the spinners and based on the selection specific shape should be drawn in image view and based on the selection of specific color the shape will be filled with that color. (E.g. If user has given choice like Circle – Yellow, Rectangle – Red, Triangle – Blue then draw Yellow Circle or Red Rectangle or Blue Triangle based on the selection)

8. Create an application that designs a layout having an image view and a button named Animate. The image view should be filled with the image. The image should be fetched from the resources folder. When the button Animate is clicked than different types of animations should be performed on that image view after every 30 seconds. (Note: Use XML File for performing animation).
9. Create an application that designs a layout with an image view, two buttons start and stop and a menu. Menu should contain options of different tweening animations like:
  - a. Scaling a circle with green color.
  - b. Transform a square diagonally from bottom to top with Scaling.
  - c. Rotate a line at the center of screen.
  - d. Rotate a text at the center of screen.

When any option is selected from menu and start button is clicked that particular animation should be performed on image view. When stop button is clicked than the animation should be stopped. (Hint: Use XML Files for performing the animation).

10. Create an application that designs a layout with options menu and an image view. The options menu should contain various shapes like circle, rectangle and rounded rectangle. When a shape is selected from the spinner that shape should be drawn in the image view. (Hint: Use shape Drawable or xml files for shapes on image view)