PROJECT REPORT

MAD

A report submitted in partial fulfilment of the requirements for the Award of Degree of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

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(DURATION 1st Feb 2022 and 17th June 2022)

N K Orchid College of Engineering & Technology,Solapur

Approved by AICTE, New Delhi & Addilated to DBATU, Lonere, NAAC Accredited

ACKNOWLEDGEMENT

First I would like to thanks **Prof. Z.M. Shaikh** MAD prof. of NKOCET for giving me and my team the opportunity to do Android App.

I also would like all the Team that worked with me in this MAD project with their patience and openness they created an enjoyable working environment.

I am extremely great full to my department staff members and friends who helped me in successful completion of this Project.

ABSTRACT

MAD is an Android Mobile Application for Third Year Computer Science and Engineering students.

This app is developed by the MAD Team ,CSE Third Year students of N.K. Orchid College of Egg. And Tech. Solapur.

This APP cover the data related to Mobile Application Development Subject in B.Tech. Course

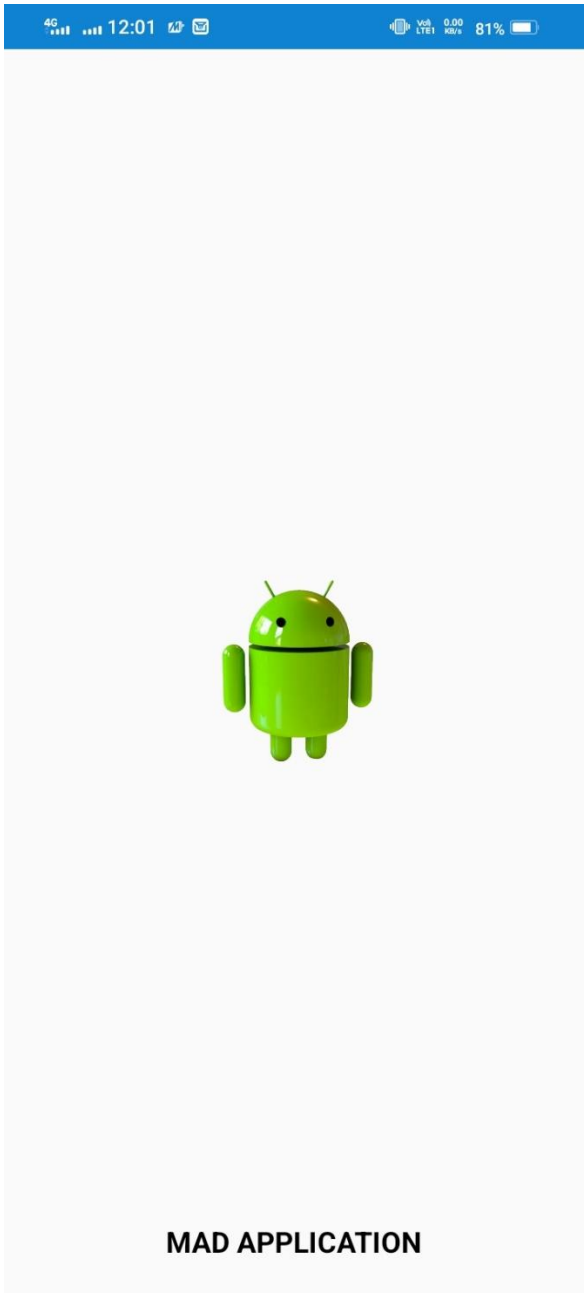
Now a days as students required all the PPTs , Question Bank , Video lectures for their study purpose for every time the prof required to send data via what's app or sometimes by drive, every time to check that data student and prof need to work with the data.

This App help both the students and the prof. in one APP which store all the data in one single app. Its help students to find what they need easily and prof do not need to send data always.

Working Of App:-

This app consist of

- PPT’s
- Question Bank
- Handouts
- Program
- Quiz
- About app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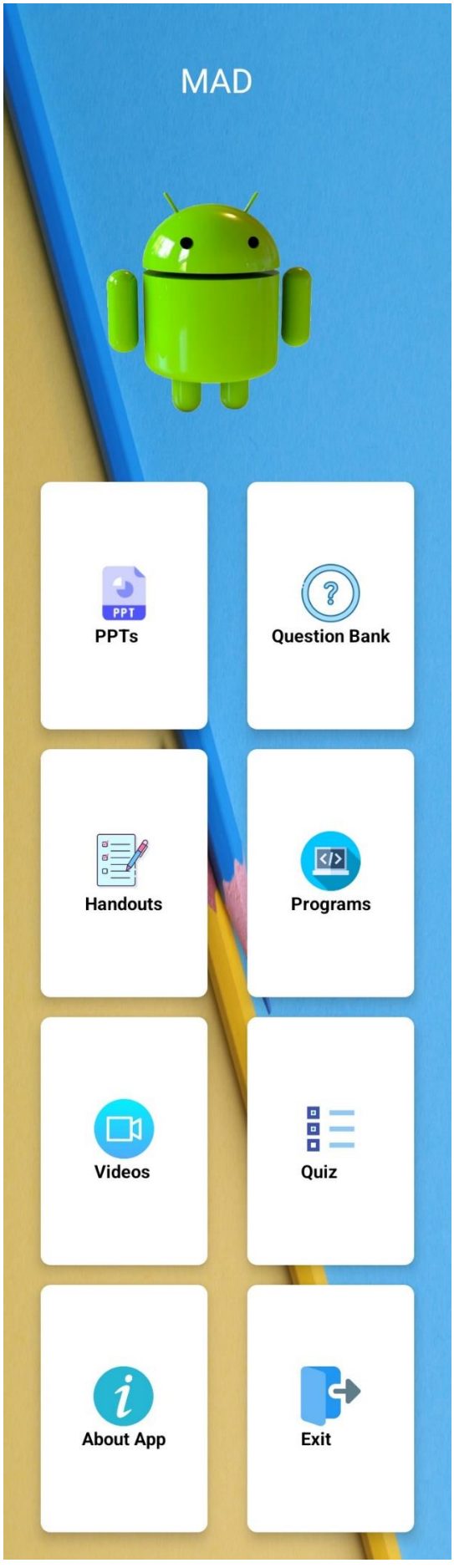
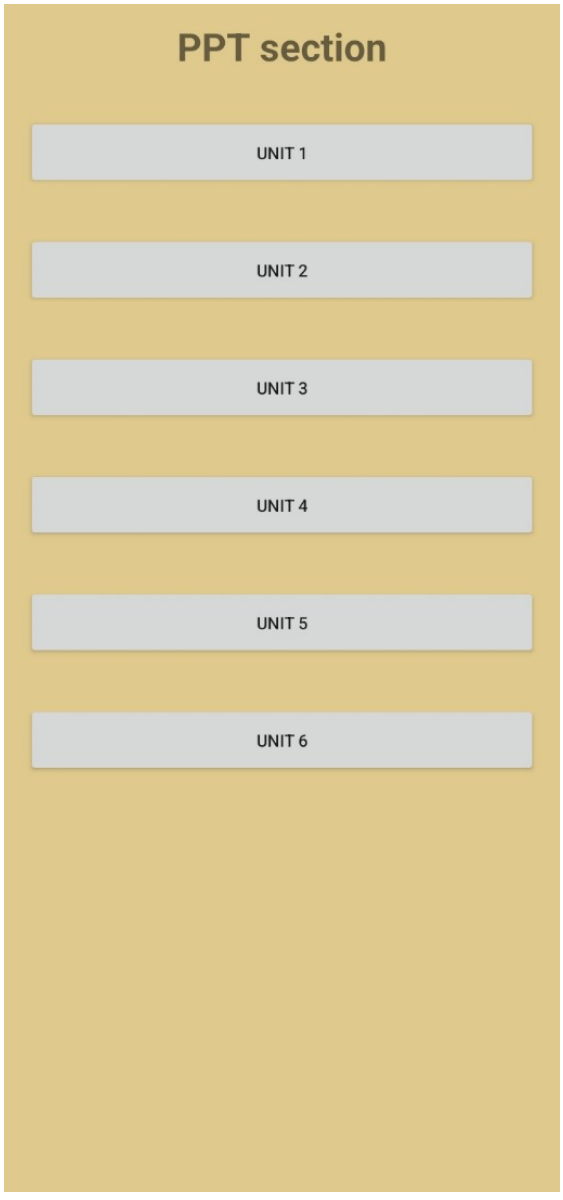
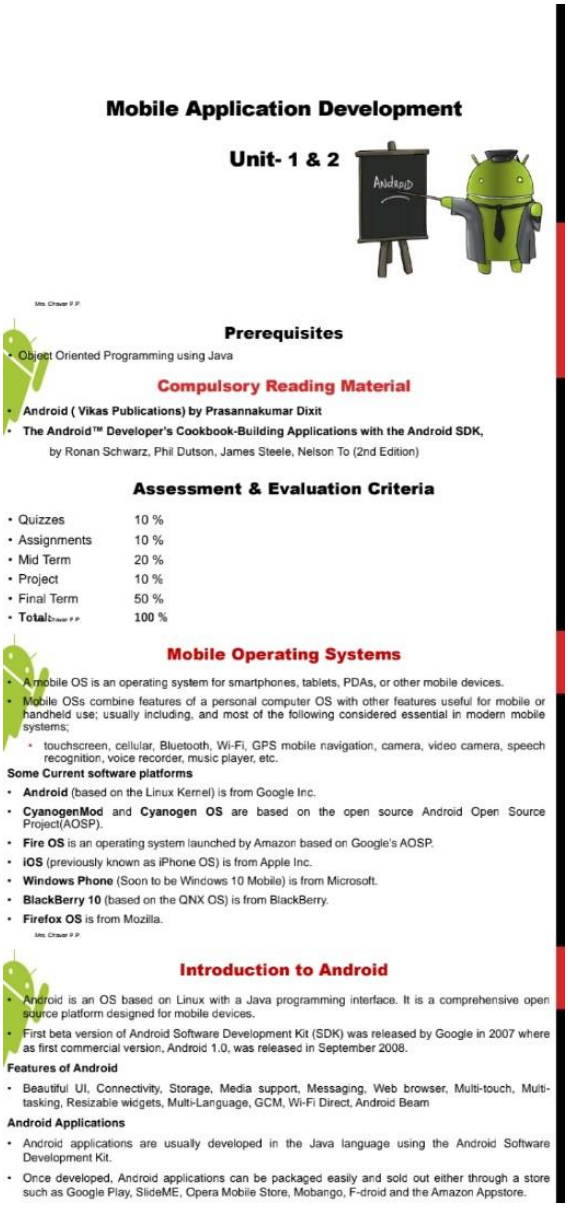
MAD APPLICATION


MAD
PPTs
Question Bank
Handouts
Programs
Videos
Quiz
About App
Exit

PPT's :-

Power point presentation for each unit of this course is added in this application





Mobile Application Development

Unit- 1 & 2

Prerequisites

- Object Oriented Programming using Java

Compulsory Reading Material

- **Android (Vikas Publications) by Prasannakumar Dixit**
- **The Android™ Developer's Cookbook-Building Applications with the Android SDK,** by Ronan Schwarz, Phil Dutson, James Steele, Nelson To (2nd Edition)

Assessment & Evaluation Criteria

• Quizzes	10 %
• Assignments	10 %
• Mid Term	20 %
• Project	10 %
• Final Term	50 %
• **Total**	**100 %**

Mobile Operating Systems

- A mobile OS is an operating system for smartphones, tablets, PDAs, or other mobile devices.
- Mobile OSs combine features of a personal computer OS with other features useful for mobile or handheld use; usually including, and most of the following considered essential in modern mobile systems;
  - touchscreen, cellular, Bluetooth, Wi-Fi, GPS mobile navigation, camera, video camera, speech recognition, voice recorder, music player, etc.

Some Current software platforms

- **Android** (based on the Linux Kernel) is from Google Inc.
- **CyanogenMod** and **Cyanogen OS** are based on the open source Android Open Source Project(AOSP).
- **Fire OS** is an operating system launched by Amazon based on Google's AOSP.
- **iOS** (previously known as iPhone OS) is from Apple Inc.
- **Windows Phone** (Soon to be Windows 10 Mobile) is from Microsoft.
- **BlackBerry 10** (based on the QNX OS) is from BlackBerry.
- **Firefox OS** is from Mozilla.

Introduction to Android

- Android is an OS based on Linux with a Java programming interface. It is a comprehensive open source platform designed for mobile devices.
- First beta version of Android Software Development Kit (SDK) was released by Google in 2007 where as first commercial version, Android 1.0, was released in September 2008.

Features of Android

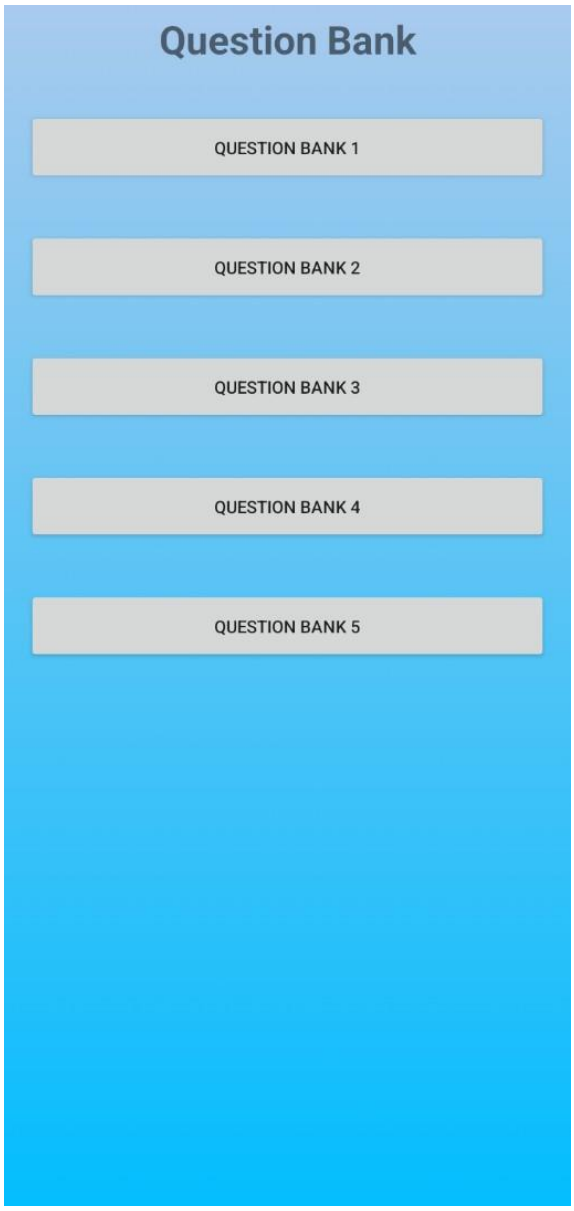
- Beautiful UI, Connectivity, Storage, Media support, Messaging, Web browser, Multi-touch, Multi-tasking, Resizable widgets, Multi-Language, GCM, Wi-Fi Direct, Android Beam

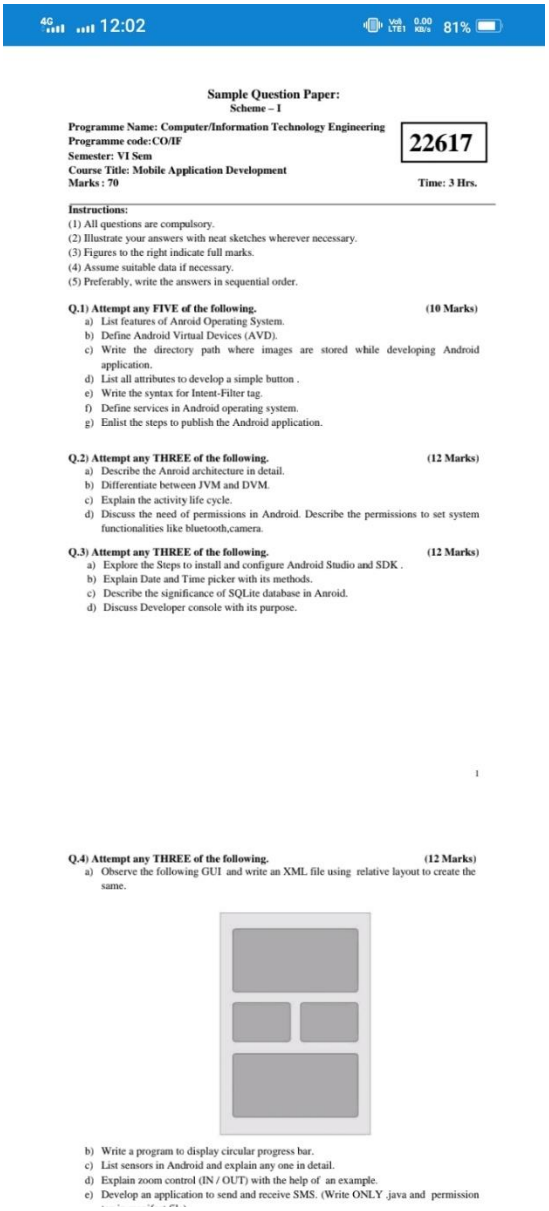
Android Applications

- Android applications are usually developed in the Java language using the Android Software Development Kit.
- Once developed, Android applications can be packaged easily and sold out either through a store such as Google Play, SlideME, Opera Mobile Store, Mobango, F-droid and the Amazon Appstore.

Question Bank :-

For Each unit Question Bank is provided in PDF form.





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Sample Question Paper:
Scheme – I

Programme Name: Computer/Information Technology Engineering
Programme code:CO/IF
Semester: VI Sem
Course Title: Mobile Application Development
Marks : 70 **Time: 3 Hrs.**

22617

Instructions:
(1) All questions are compulsory.
(2) Illustrate your answers with neat sketches wherever necessary.
(3) Figures to the right indicate full marks.
(4) Assume suitable data if necessary.
(5) Preferably, write the answers in sequential order.

Q.1) Attempt any FIVE of the following. **(10 Marks)**
a) List features of Anroid Operating System.
b) Define Android Virtual Devices (AVD).
c) Write the directory path where images are stored while developing Android application.
d) List all attributes to develop a simple button .
e) Write the syntax for Intent-Filter tag.
f) Define services in Android operating system.
g) Enlist the steps to publish the Android application.

Q.2) Attempt any THREE of the following. **(12 Marks)**
a) Describe the Anroid architecture in detail.
b) Differentiate between JVM and DVM.
c) Explain the activity life cycle.
d) Discuss the need of permissions in Android. Describe the permissions to set system functionalities like bluetooth,camera.

Q.3) Attempt any THREE of the following. **(12 Marks)**
a) Explore the Steps to install and configure Android Studio and SDK .
b) Explain Date and Time picker with its methods.
c) Describe the significance of SQLite database in Anroid.
d) Discuss Developer console with its purpose.

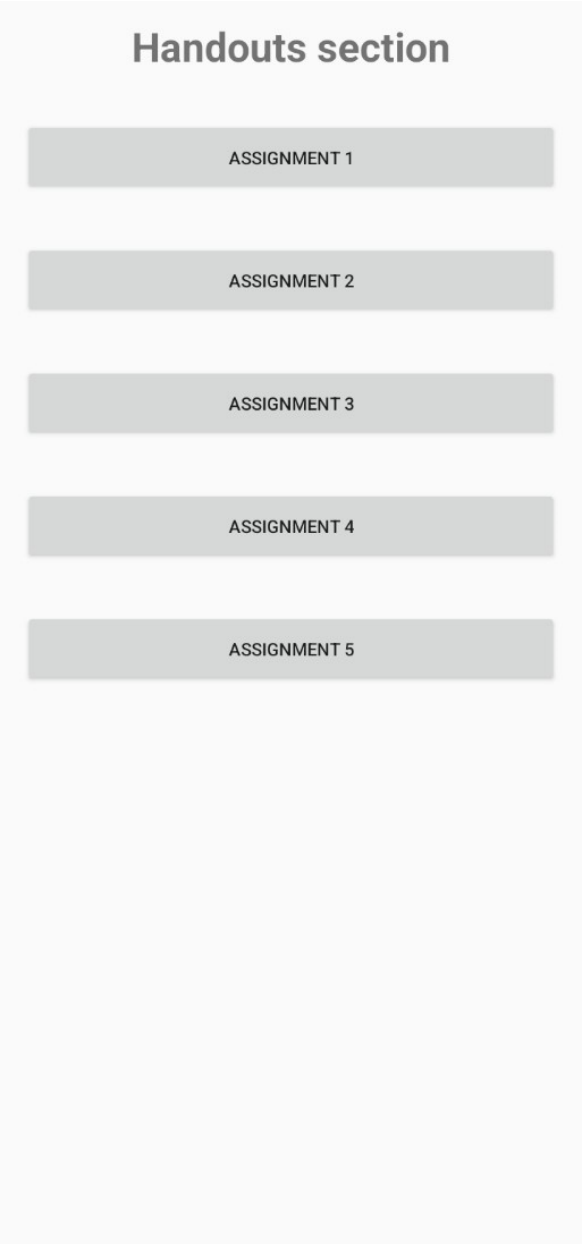
1

Q.4) Attempt any THREE of the following. **(12 Marks)**
a) Observe the following GUI and write an XML file using relative layout to create the same.

b) Write a program to display circular progress bar.
c) List sensors in Android and explain any one in detail.
d) Explain zoom control (IN / OUT) with the help of an example.
e) Develop an application to send and receive SMS. (Write ONLY .java and permission

Handouts :-

For Each unit Assignment is provide in this application in PDF form



Step 1: Create a new project and name it TableLayoutExample

Step 2: Open res -> layout ->**activity_main.xml (or) main.xml** and add following code:

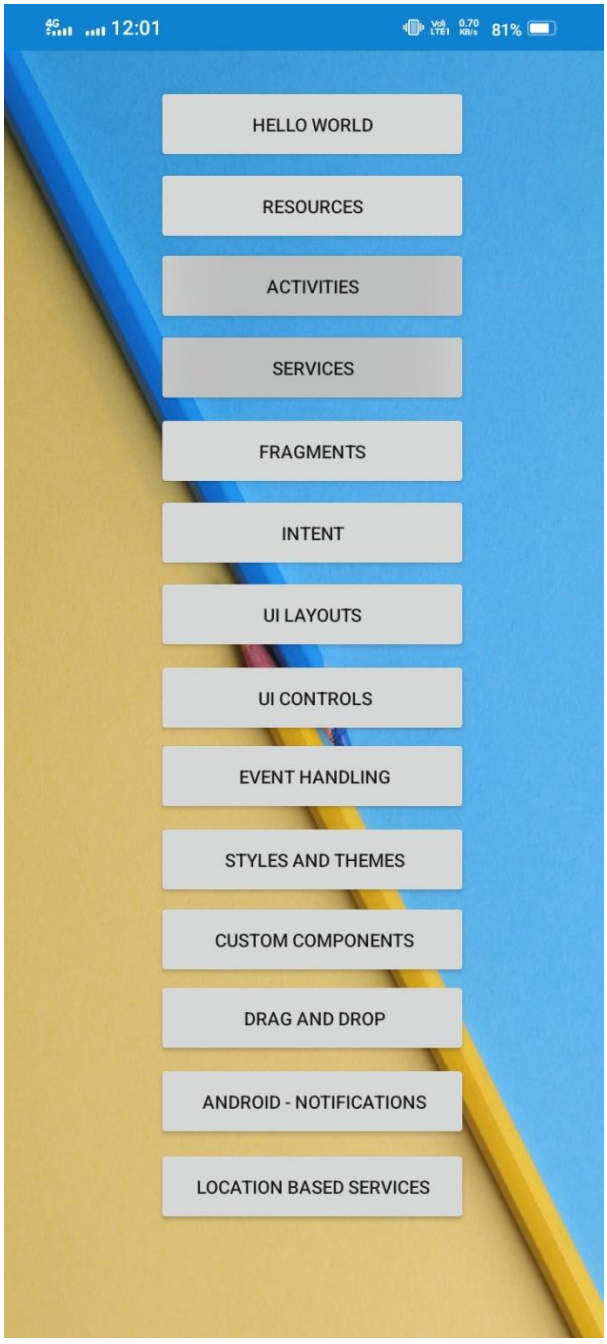
In this step we open an xml file (activity_main.xml) and add the code for displaying username and password fields by using textview and edittext with one login button.

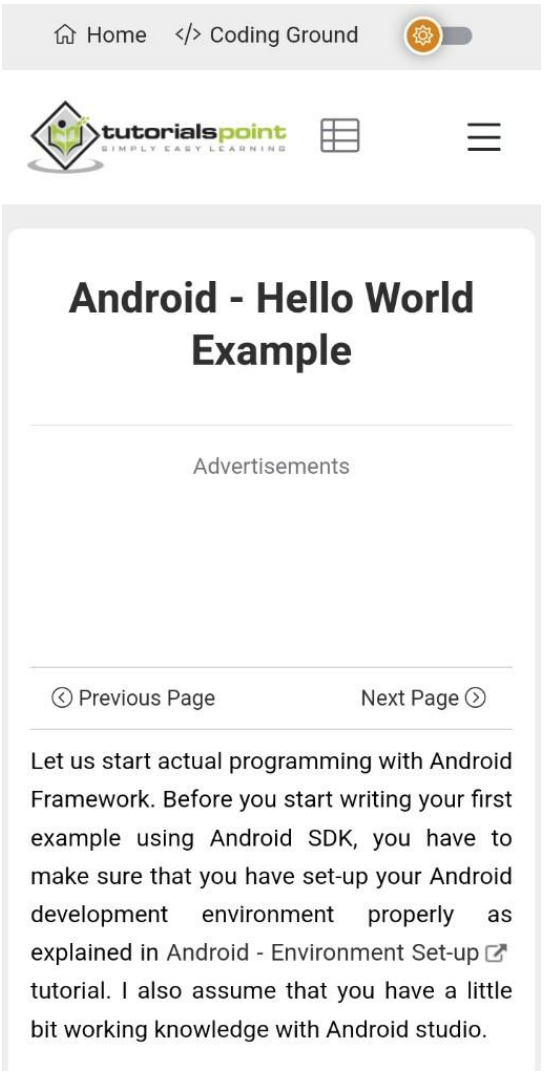
```
<TableLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#000"
    android:orientation="vertical"
    android:stretchColumns="1">

    <TableRow android:padding="5dip">

        <TextView
            android:layout_height="wrap_content"
            android:layout_marginBottom="20dp"
            android:layout_span="2"
            android:gravity="center_horizontal"
            android:text="@string/loginForm"
            android:textColor="#0ff"
            android:textSize="25sp"
            android:textStyle="bold" />
    </TableRow>

    <TableRow>

        <TextView
            android:layout_height="wrap_content"
            android:layout_column="0"
            android:layout_marginLeft="10dp"
            android:text="@string/userName"
            android:textColor="#fff"
            android:textSize="16sp" />

        <EditText
```

```
            android:id="@+id/userName"
            android:layout_height="wrap_content"
            android:layout_column="1"
            android:layout_marginLeft="10dp"
            android:background="#fff"
            android:hint="@string/userName"
            android:padding="5dp"
            android:textColor="#000" />
    </TableRow>

    <TableRow>

        <TextView
            android:layout_height="wrap_content"
            android:layout_column="0"
            android:layout_marginLeft="10dp"
            android:layout_marginTop="20dp"
            android:text="@string/password"
            android:textColor="#fff"
```

Program :-

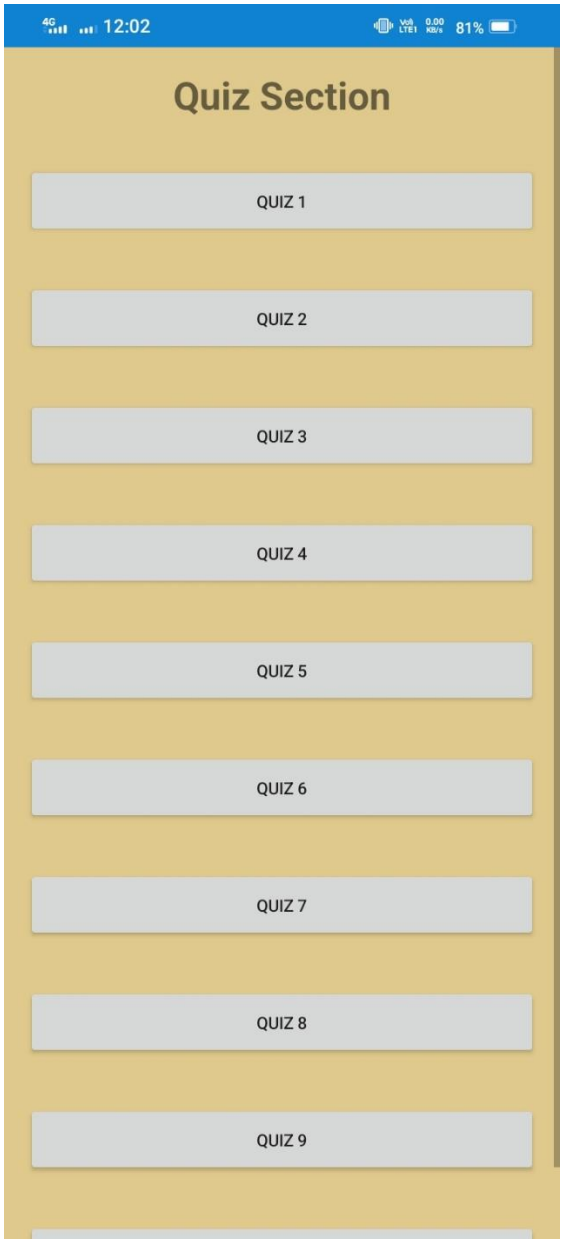
As per unit wise programs are provided in this application

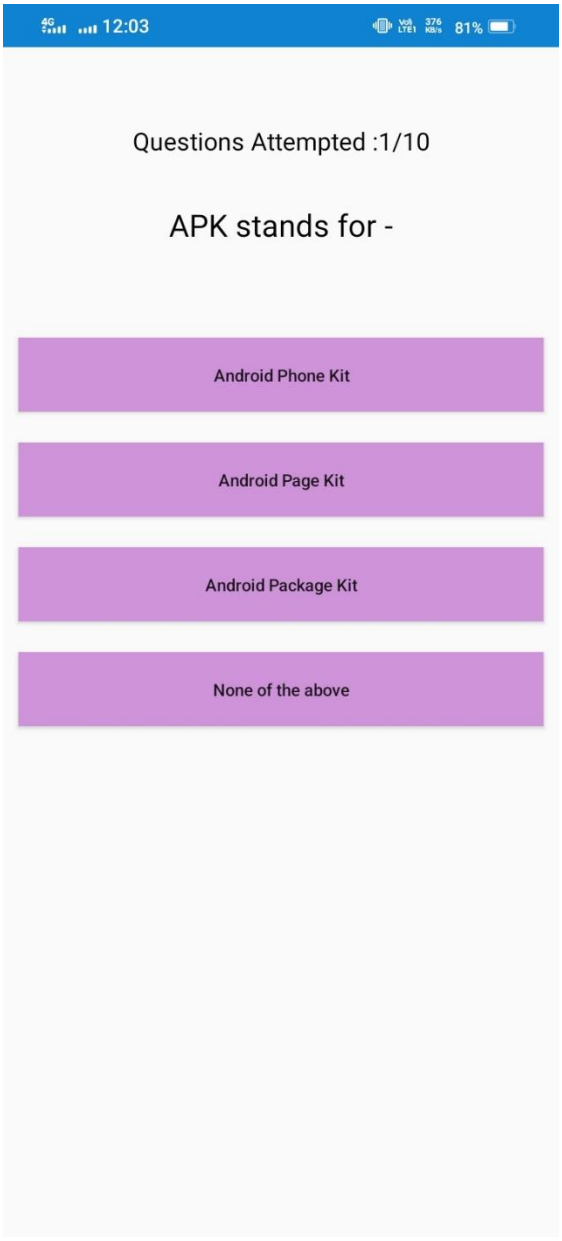




Quiz :-

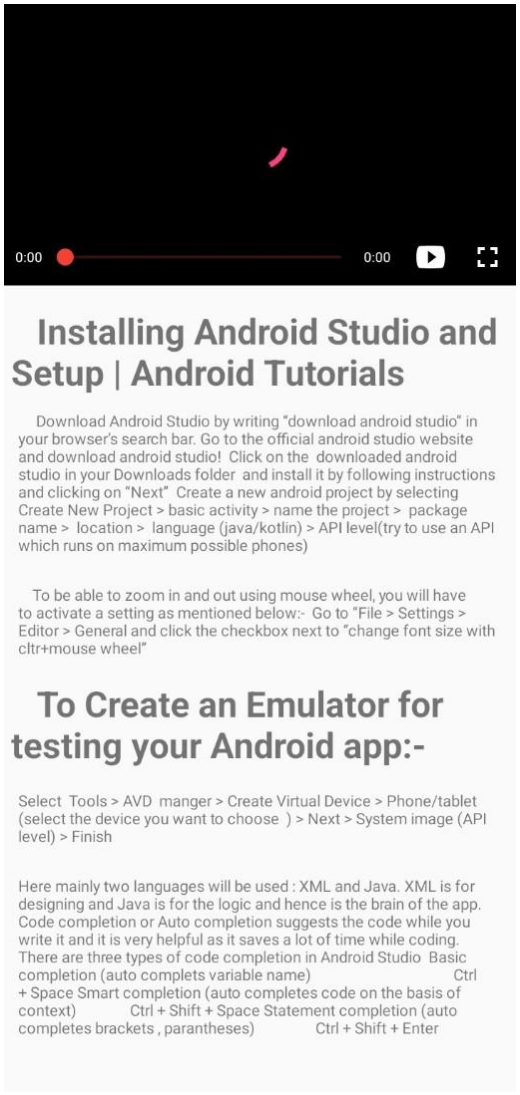
As for practice purpose some offline quiz are provide in which the result will directly display as you submitted the test





Videos:-

As per unit wise Videos are provided in this application



CONCLUSION

We Learn how to build the Android App in Android Studio using java

In this Project we learn how to use Grid Layout, Table Layout, Pdfview, Youtube Viewer, some java logic implementation, Xml properties , Sdk path , Build. Gradle, Learn about Activity Life Cycle.

The changes required according to the version in Build.Gradle Dependences

We Learn how to work Dynamic in XML properties with the help of java.