

RASHTRASANT TUKADOJI MAHARAJ NAGPUR UNIVERSITY, NAGPUR
FOUR YEAR BACHELOR OF TECHNOLOGY (B. Tech..) DEGREE COURSE
SEMESTER: VI (C.B.C.S.)
BRANCH: COMPUTER SCIENCE AND ENGINEERING

Examination Scheme and Syllabus

Sixth Semester:-

S. N.	Subject	Teaching Scheme			Evaluation Scheme			Credits	Category
		L	T	P	CA	UE	Total		
1	Compiler Design	4	-	-	30	70	100	4	PCC-CS
2	Compiler Design -Lab	-	-	2	25	25	50	1	PCC-CS
3	Elective-II	3	-	-	30	70	100	3	PEC-CS
4	Elective-III	3	-	-	30	70	100	3	PEC-CS
5	Open Elective-I	3	-	-	30	70	100	3	OEC
6	Professional Skills Lab II	-	-	2	25	25	50	1	PCC-CS
7	Hardware Lab	-	-	2	25	25	50	1	ESC
8	Mini Project	-	-	6	50	50	100	3	PROJ-CS
9	Economics of IT Industry	2	-	-	15	35	50	2	HSMC
10	Intellectual Property Rights (Audit Course)	2	-	-	50	-	-	Audit	PCC
	Total	17	-	12			700	21	

Elective-II: - 1. Machine Learning 2. Internet of Things 3. Cluster and Cloud Computing

Elective-III: - 1. Data Science 2. Distributed Operating Systems 3. Human Computer Interaction

Open Elective 1:- 1. Linux Fundamentals 2. Android Application Development 3. Blockchain Technologies

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Subject: Open Elective 1: Android Application Development Subject Code: BTECH-CSE-604.2T

Load	Credits	College Assessment Marks	University Evaluation	Total Marks
36 Hrs.	3	30	70	100

Aim: Introduction to Android development framework and programming.

Prerequisites: 1.Oops through java 2.XML

Course Objectives:

Students should be able to:

1	Demonstrate their understanding of the fundamentals of Android operating systems.
2	Demonstrate their skills of using Android software development tools.
3	Develop software with reasonable complexity on mobile platform.
4	Deploy software to mobile devices.
5	Debug programs running on mobile devices

Course Outcomes

Students would be able to:

1	Describe the components and structure of a mobile development framework
2	Understand the specific requirements, possibilities and challenges when developing for a mobile context.
3	Apply Java programming concepts to Android application development
4	Design and develop user Interfaces for the Android platform
5	Publish an application to the Android Market

SYLLABUS:

UNIT- I:

Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT-II:

Android User Interface: Measurements – Device and pixel density independent measuring units. Layouts – Linear, Relative, Grid and Table Layouts. User Interface (UI) Components – Editable and non-editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers. Event Handling – Handling clicks or changes of various UI components.

Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities.

UNIT- III:

Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity Notifications – Creating and Displaying notifications, Displaying Toasts

UNIT- IV:

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

UNIT- V:

Advanced Topics: Alarms – Creating and using alarms. Using Internet Resources – Connecting to internet resource, using download manager Location Based Services – Finding Current Location and showing location on the Map, updating location

Text Books:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

Reference Books:

Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

Web Course:

1. <https://www.nptel.ac.in/courses/106106156/>