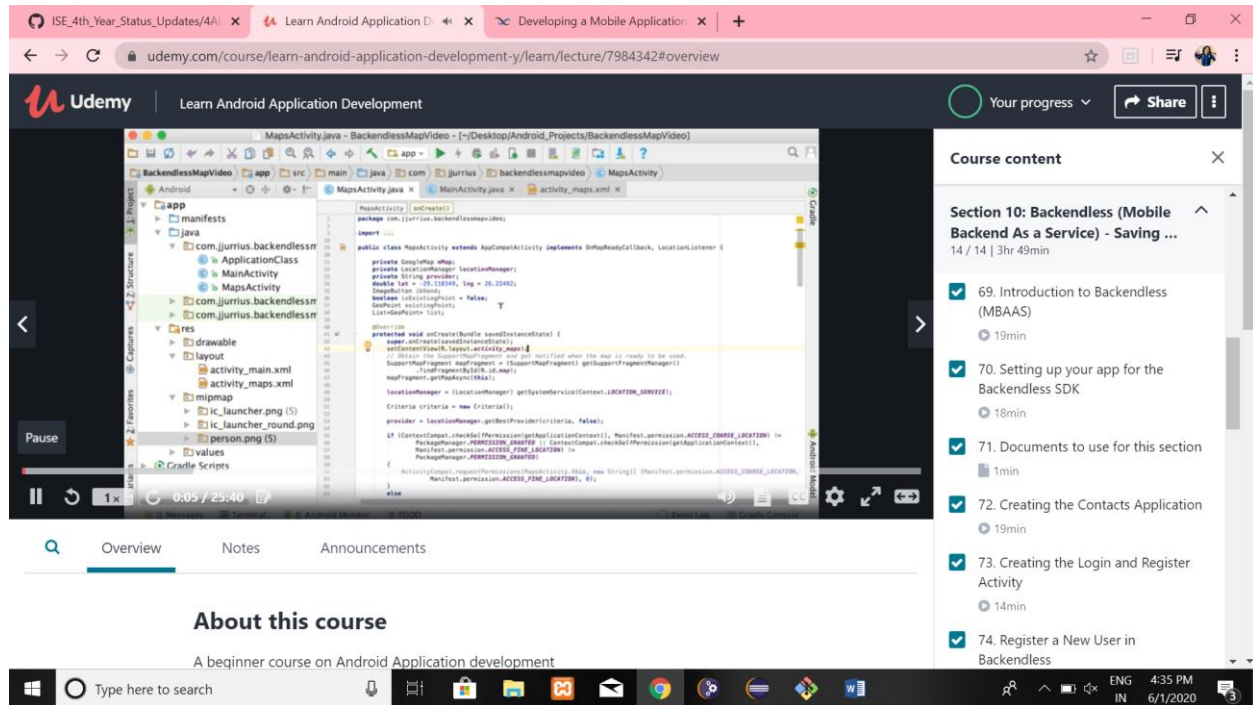


## ISE CERTIFICATION COURSE DETAILS

<b>NAME:</b>	<b>PRATHVI P SHETTY</b>	<b>USN:</b>	<b>4AL16IS037</b>
<b>SEMESTER:</b>	<b>8</b>	<b>MENTOR:</b>	<b>Mrs. JAISHMA KUMARI</b>
<b>COURSE NAME:</b>	<b>LEARN APPLICATION DEVELOPMENT</b>	<b>DATE:</b>	<b>1/06/2020</b>

### SCREENSHOT:



### BRIEF REPORT: (POINT-WISE)

1). Development of mobile applications generally requires two parts: the Backend and the Frontend. Of course, you could limit it only to the client-side, but if there is some data that need to be stored on the server, there is no way to get around having a backend. In this series of articles, you will create a native mobile client-server application – a basic ToDo app. Backendless will take care of the backend; it gives you everything you need from the server-side

2). In order to receive published messages, application must subscribe to a channel. The subscription API returns a channel object which can be used to add messaging callbacks. A callback is used by Backendless to deliver published messages to the client application.