Job No – 01

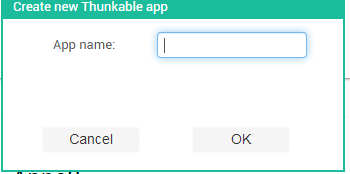
Job Name: Create an Application understand the Anatomy.

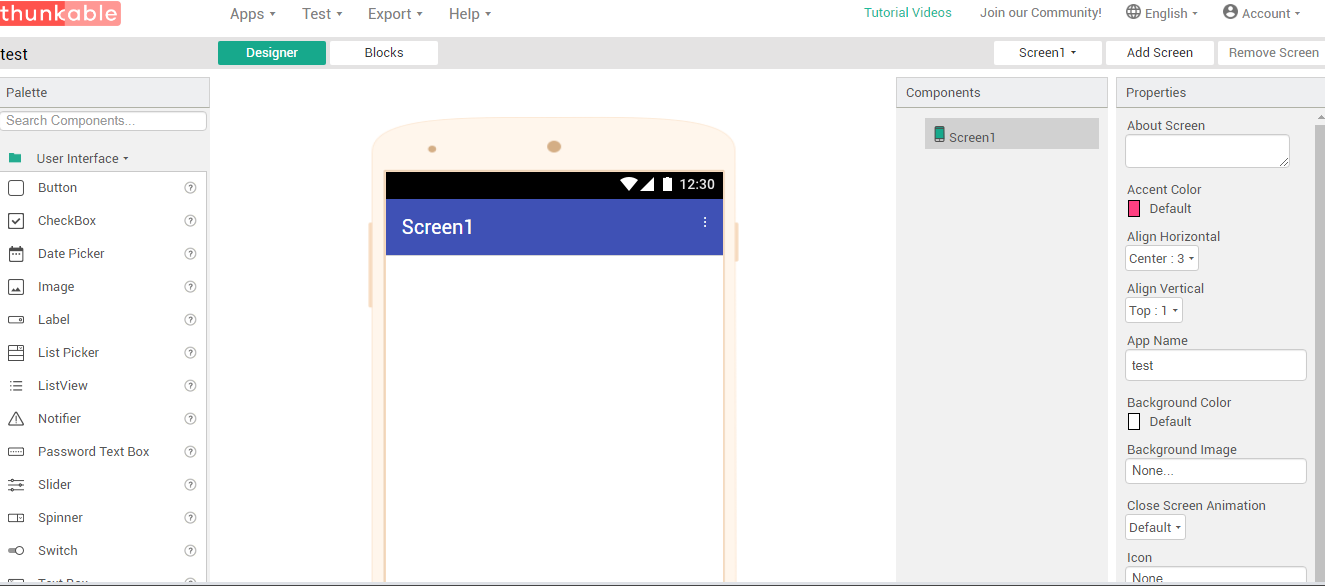
Objective: Applications programs are programs written to solve specific problems, to produce specific reports, or to update specific files. A Computer  program that performs useful work on behalf of the user of the computer (for example a word processing or accounting program) as opposed to the SYSTEM SOFTWARE which manages the running of the computer itself, or to the DEVELOPMEN software which is used by programmers to create other programs.

An application program is typically self-contained, storing data within files of a special (often proprietary) format that it can create, open for editing and save to disk: this is in distinction to a UTILITY program, which typically performs simple operations on files created by other programs.

Equipment: Computer, Android Apps Development software such as thunkable Classic.

Image:





Description: Application Framework Gi mvw©fm ¸‡jv n‡jv Activity manager, Content provider, rescore manager, notification manager and system view. GKwU Application system G Avgiv Activity services, Broadcast receiver and content provider e¨envi K‡i \_vwK| Gi ‡\_‡K Avgv‡`i cÖ‡qvRb nq main activity file, manifest file, strings file and layout file.

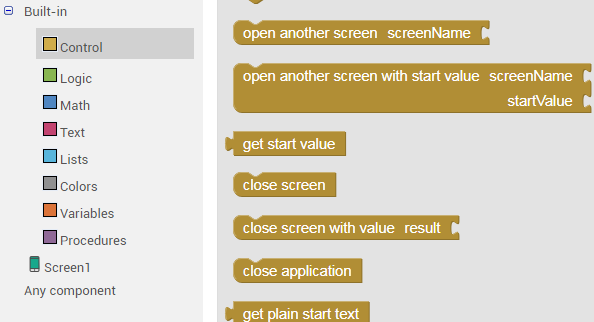
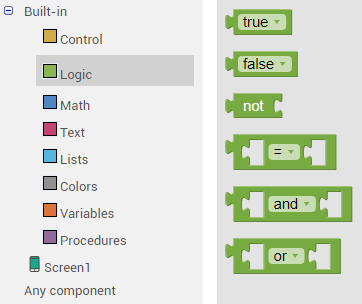
Job No – 02

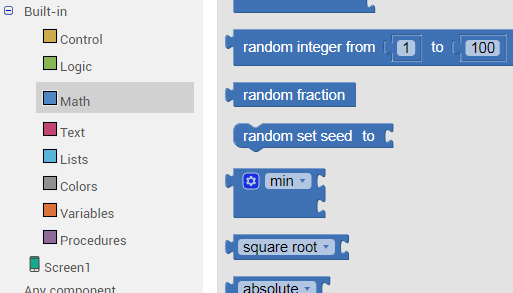
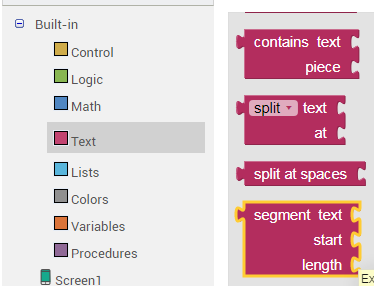
Job Name: All information of design and block.

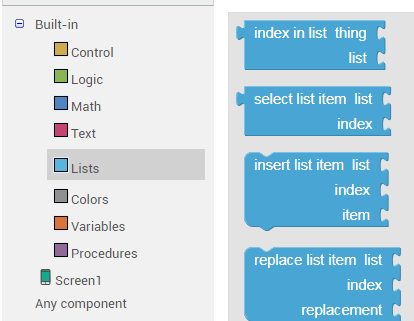
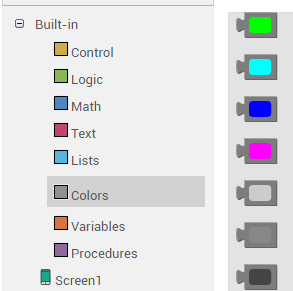
Objective: Android activity Gi gva¨‡g Avgiv GKwU Android Application ‡K cwic~©Y iƒc`vb Ki‡Z cvwi| hvi `yBwU gva¨g \_v‡K GwU n‡jv wWRvBb, Ab¨wU n‡jv †KvW|

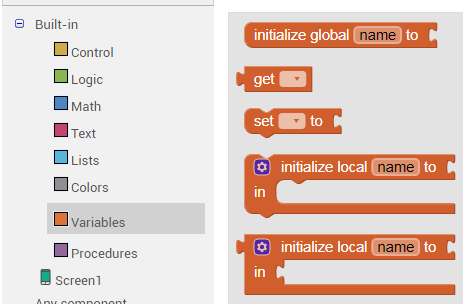
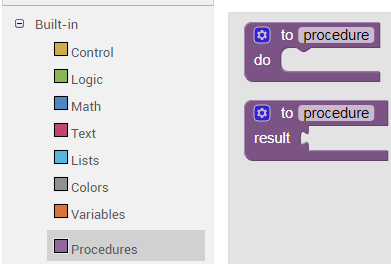
Equipment: Computer, Android Apps Development software such as thunkable Classic.

Image: Block Properties.

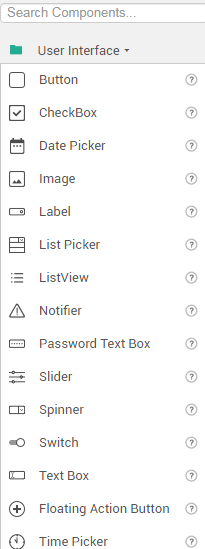
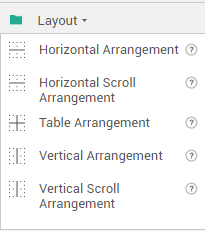
 

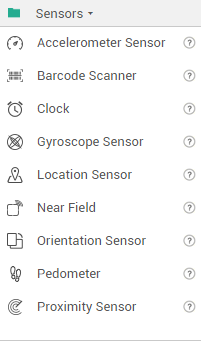
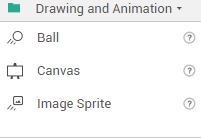
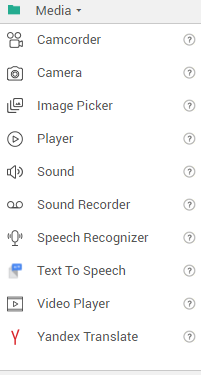
 

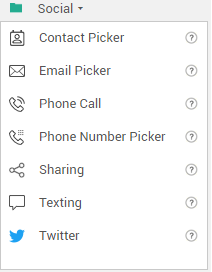
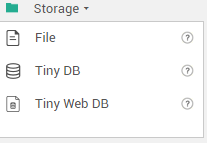
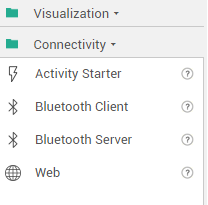
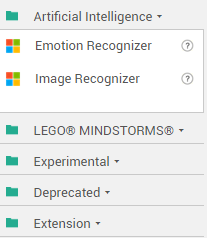
 

Design properties



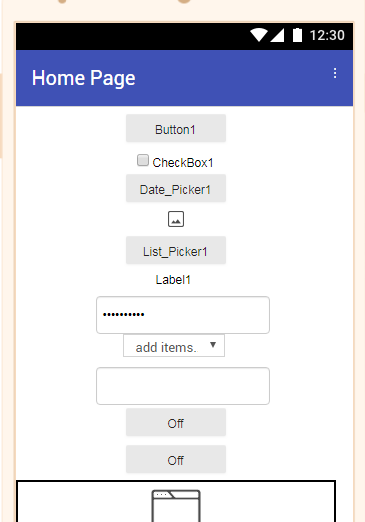
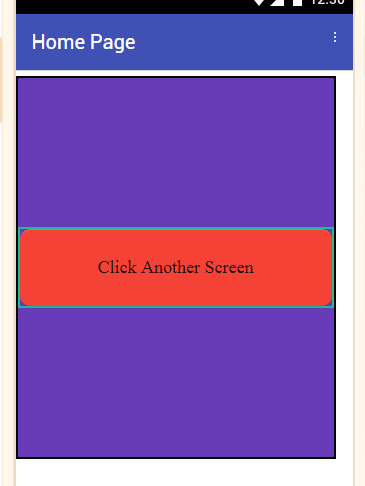
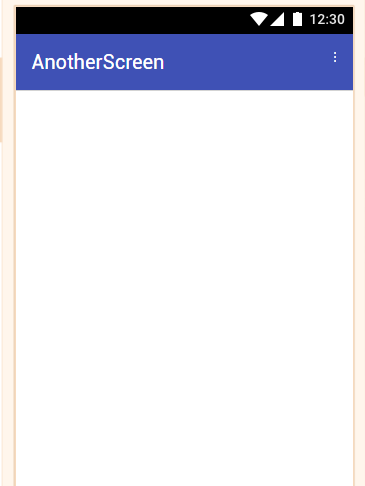
Job No – 03

Job Name: Work with activities.

Objective: Android activity Gi gva¨‡g Avgiv GKwU Android Application ‡K cwic~©Y iƒc`vb Ki‡Z cvwi| hvi `yBwU gva¨g \_v‡K GwU n‡jv wWRvBb, Ab¨wU n‡jv †KvW| Equipment: Computer, Android Apps Development software such as thunkable Classic.

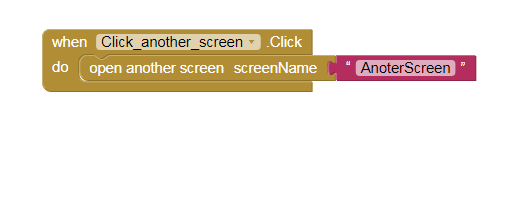
Equipment: Computer, Android Apps Development software such as thunkable Classic.

**Design**

Description: C, C++, BZ¨vw` K¬vm hLb Execute nq ZLb †mUv ivb K‡i ‡gBb ‡g\_W †\_‡K| Abyiƒc fv‡e Android ïiæ K‡i activity Gi one create method call K‡i | hLb GKUv Android Application run Kiv nq ZLb †mUvi Home Page ‡`Lvq| ‡mLv‡b hv †`Lv hvq cÖwZwU G‡KKwU GKwUwfwU| cÖwZwU GKwUwfwU Gi `yBwU Dcv`vb \_v‡K GKwU n‡”Q Design Ab¨wU block. GLb Avgiv †`L‡e wKfv‡e GKUv evUb KvR K‡i |

**Block**



Job No – 04

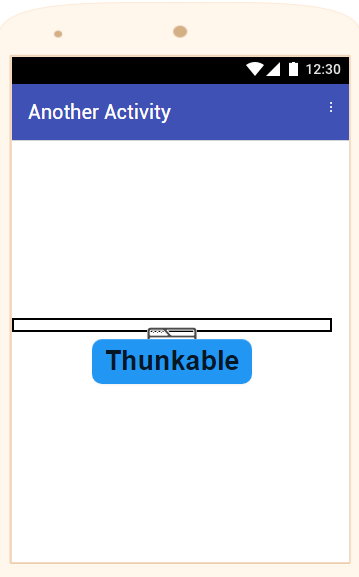
Job Name: Android intents and filters.

Objective: Intent is a simple message object that is used to communicate between [android](https://acadgild.com/web-development/android-development-training-certification) components such as activities, content providers, broadcast receivers and services. Intents are also used to transfer data between activities.

Equipment: Computer, Android Apps Development software such as thunkable Classic.

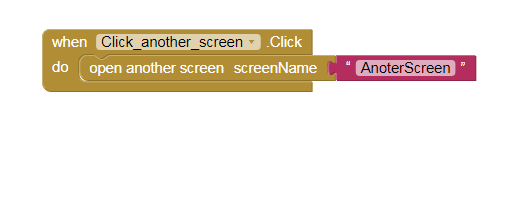
**Use of Intent**

1. For Launching an Activity
2. To start a New Service
3. For Broadcasting Messages
4. To Display a list of contacts in List View.

Description: Intent n‡jv GK cÖKvi Ae‡R±| hv GKwU App ‡\_‡K Av‡iv GKwU App Gi wewfbœ Activity Gi gva¨‡g †hvMv‡hv‡Mi e¨envi Kiv nq| Application Gi Component ‡hvMv‡hv‡Mi Rb¨ A\_ev `yBwU App Gi g‡a¨ ms‡hv‡Mi Rb¨ Intent e¨envi Kiv nq| D`vnvib wnmv‡e ejv hvq hLb †Kvb Dc‡ii ˆZwiK…Z cÖ\_g GKwUwfwU †\_‡K ØxwZq GKwUwfwU‡Z hv‡ev Ges Thunkable evUbwU‡Z wK¬K Ki‡ev ZLb Avgv‡`i <http://app.thunkable.com/> GB wjsKUv‡Z wb‡q hv‡e| ‡hwU Thunkable Gi Awdwmqvj I‡qfmvBU| Filter n‡”Q A‡bK ¸‡jv WvUv †\_‡K wbw`©ó WvUv Ly‡R †d‡Z mnvqZv K‡i|

Block Code



Job No – 05

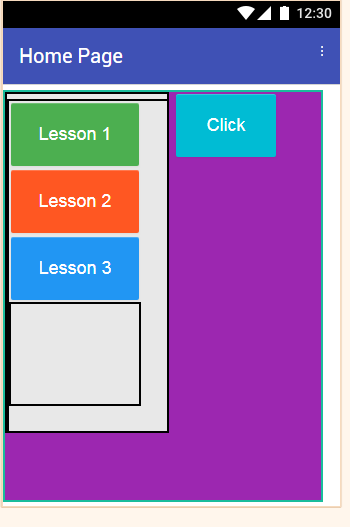
Job Name: Work With Navigation.

Objective: Navigation occurs between your app's destinations—that is, anywhere in your app to which users can navigate. These destinations are connected via actions.

A navigation graph is a resource file that contains all of your destinations and actions. The graph represents all of your app's navigation paths.

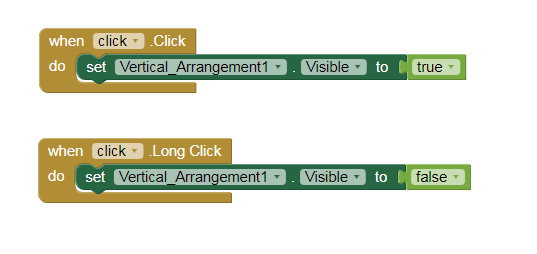
Figure 1 shows a visual representation of a navigation graph for a sample app containing six destinations connected by five actions. Each destination is represented by a preview thumbnail, and connecting actions are represented by arrows that show how users can navigate from one destination to another.

Equipment: Computer, Android Apps Development software such as thunkable Classic.



Description: Android Application Design and develop Gi D‡Ï¨M ¸‡jvi g‡a¨ Ab¨Zg D‡Ï¨M n‡jv e¨envi Kvwiiv Application G Kx †`L‡Z cv‡e Ges Kx Ki‡Z n‡e ‡mUv wb©aviY Ki‡Z n‡e| wP‡Î Avgviv †`L‡Z cvw”Q GKwU w¯Œ‡b wK¬K bv‡gi GKwU evUb Av‡Q, cv‡k Lesson-1, Lesson-2, Lesson-3 ‡gby †`Lv hv‡”Q| GLb hw` wK¬K evU‡b wK¬K Kiv nq Aa¨‡qi wjóv †jÞ mvB‡U nvBW n‡q hv‡e| Ges Avevi wK¬K Ki‡j ‡gbyUv Avm‡e| GwUB n‡jv g~jZ ‡bwf‡Mk‡bi KvR|

Block Code



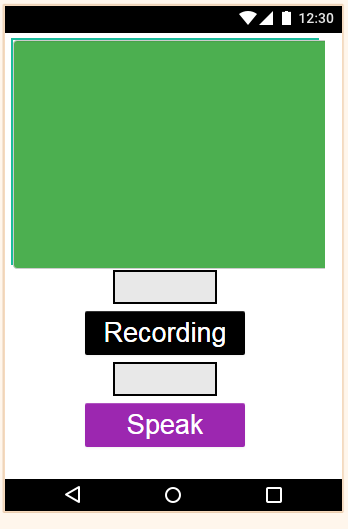
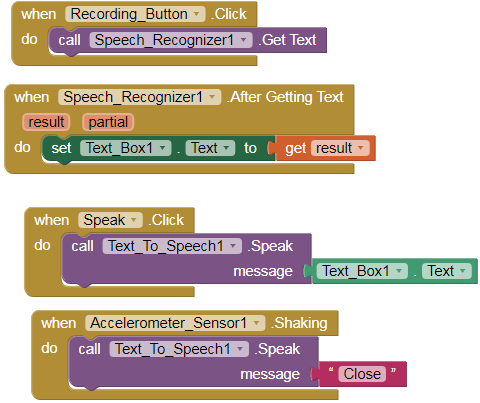
Job No – 06

Job Name: How to Create a Google translator.

Objective: GLb Avgiv †`L‡ev wKfv‡e GKUv thinkable w`‡q Google translator Apps ‰Zwi Kiv hvq|

Equipment: Computer, Android Apps Development software such as thunkable Classic.

**Design Block Code**

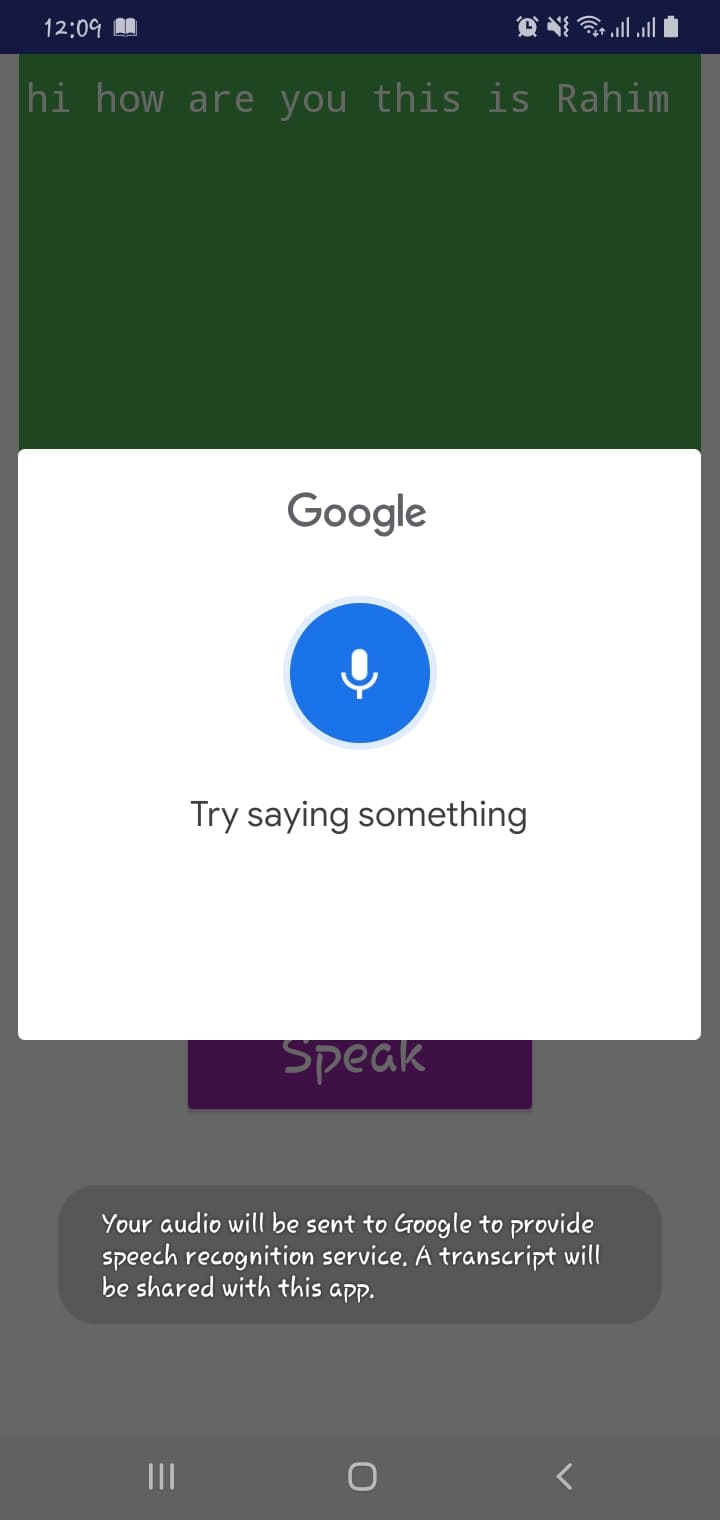
Description: GLv‡b ee¨üZ n‡q‡Q,

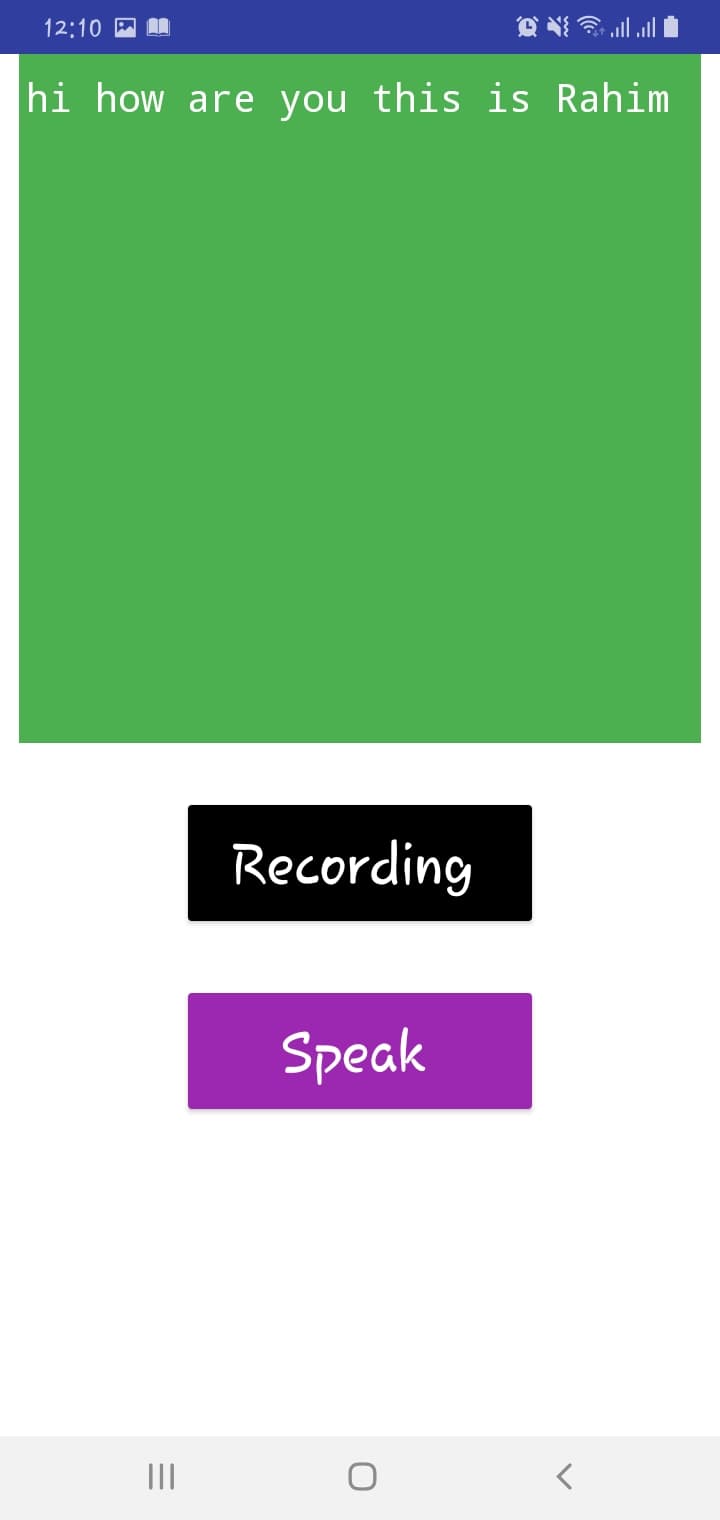
1. Text Box
2. Horizontal arrangement
3. Speak
4. Speech\_recognizer
5. Text \_To\_Speech
6. Accelerometer\_Sensor

GLv‡b wWRvBbUv wb‡Ri cÖ‡qvRb g‡Zv K‡i wb‡Z n‡e| Ges k©Z Abyhvqx ‡KvW K‡i wb‡Z n‡e| Recording Button G hw` wK¬K Kwi ZLb Avgiv ¸Mj wb‡Pi wP‡Îi g‡Zv Google Translator Open n‡e, Avgiv hv ej‡ev Zv Google Translator Record K‡i wP‡Îi b¨vq †U·e‡· ‡`Lv hv‡e|

Avgviv PvB‡j ‡mB wjLvUv I ïb‡Z cvi‡ev Speak Button G wK¬K K‡i| GLv‡b Avgviv †Kvb †U· UvBc K‡iI ïb‡Z cvi‡ev|

**Output**





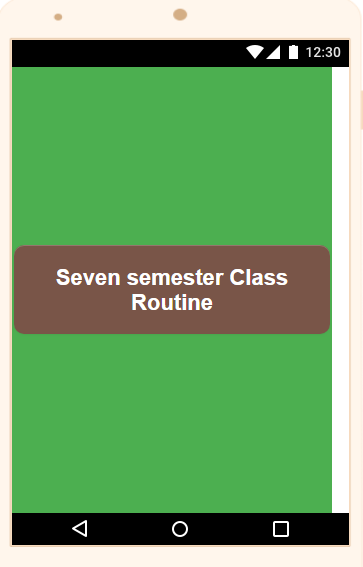
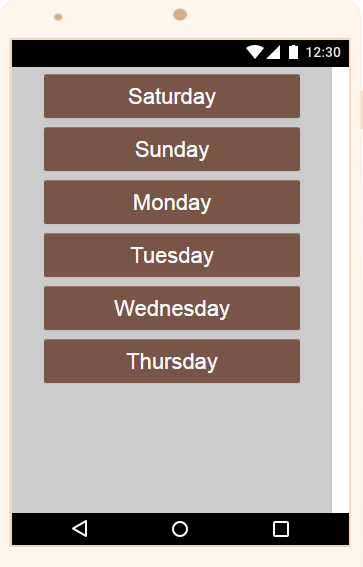
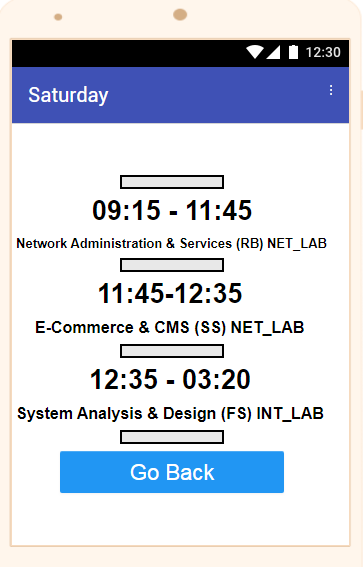
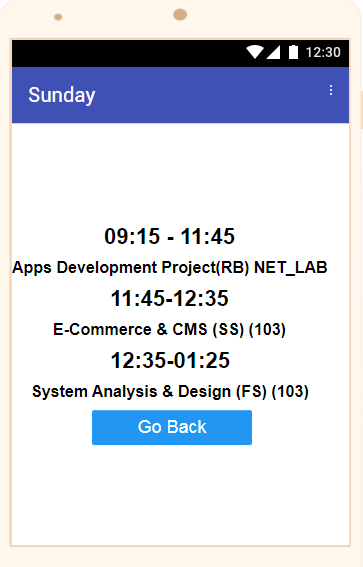
Job No – 07

Job Name: How to Create a dynamic Apps.

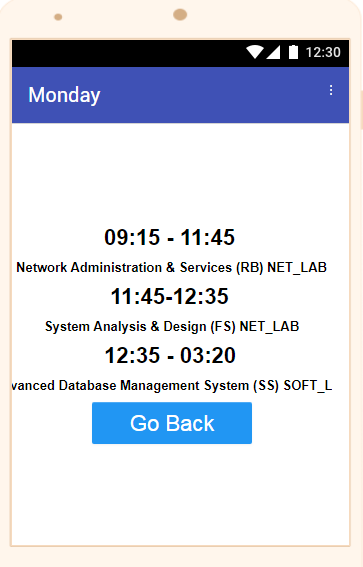
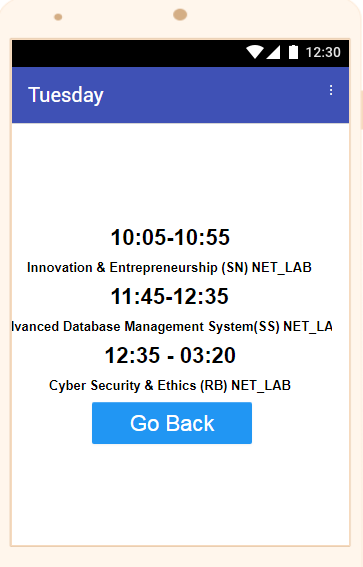
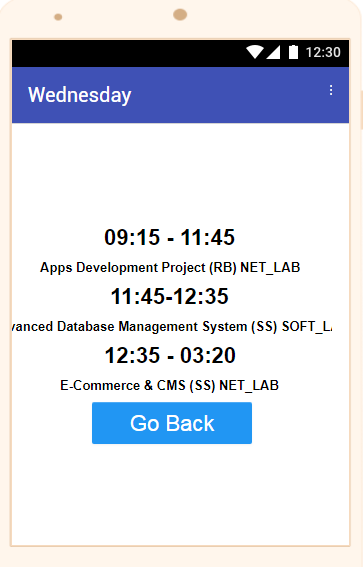
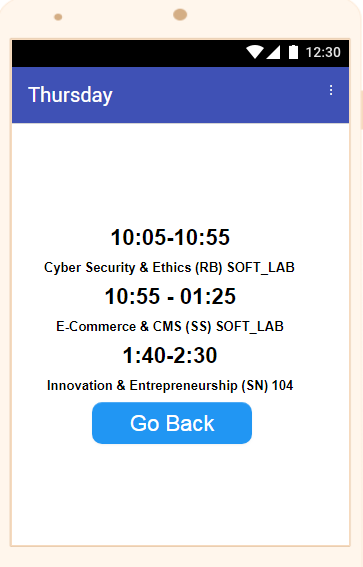
Objective: Android fragment n‡jv Ggb GKwU cÖwµqv hvi gva¨‡g Avgiv GKwU WvBbvwgK GUI ˆZwi Ki‡Z cvwi| GLb Avgiv †`L‡ev wK fv‡e GKwU K¬vm iywUb ˆZwi nq|

Equipment: Computer, Android Apps Development software such as thunkable Classic.

**Screen-1/ Cover Page Screen-2/ Index Screen-3 Screen-4**

**Screen-5**  **Screen-6** **Screen-7 Screen-8**

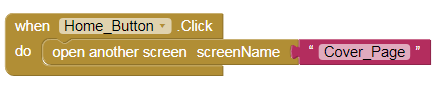
   

Description: Android fragment n‡jv Activity Gi GK cÖKvi Ask| hv AviI modular activity design Ki‡Z m¤¢e| fragment ‡K sub activity I ejv n‡q \_v‡K| GwU †Kvb GKwU activity user interface Gi Ask ev ˆewkó¨| GKvwaK fragment wg‡j GKwU GKwUwfwU MVb Kiv nq †hb GKwU multipurpose activity MVb Kiv hvq|

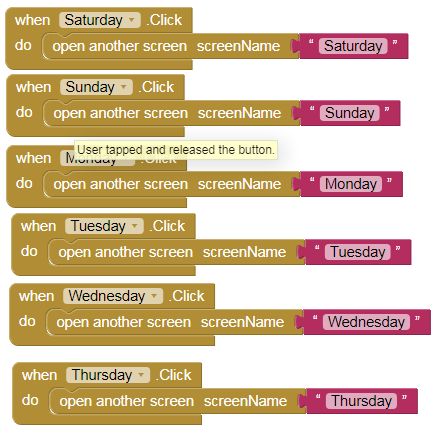
GLv‡b Cover Page G Seven semester Class Routine bv‡gi †h e·wU †`Lv hv‡”Q †mwU GKwU evUb| hv‡Z wK¬K Ki‡j Bb‡W‡· hv‡e| Bb‡W‡· I cÖwZwU G‡KKwU evUb, hv‡Z wK¬K Ki‡j cieZx© w¯Œb †`Lv hv‡e| ‡mB w¯Œb ¸‡jv‡Z cÖwZw`‡bi K¬vm Ges mgq ‡`qv hv‡”Q| Go Back G wK¬K Ki‡j Av‡Mi w¯Œ‡b P‡j hv‡e|

**Block Code**

**Screen-1/ Cover Page**



**Screen-2/ Index**



**Screen-3, 4, 5, 6, 7, 8**

