Parul® University

Course: BTech   **Semester:** 6

Prerequisite: Fundamentals of Computer Programming

Rationale: Mobile application development is the process of creating software applications that run on a mobile device, and a typical mobile application utilizes a network connection to work with remote computing resources.

Teaching and Examination Scheme

Teaching Scheme					Examination Scheme					Total
Lecture Hrs/Week	Tutorial Hrs/Week	Lab Hrs/Week	Hrs/Week	Credit	Internal Marks			External Marks		
					T	CE	P	T	P	
0	0	2	-	1	-	-	20	-	30	50

SEE - Semester End Examination, **CIA** - Continuous Internal Assessment (It consists of Assignments/Seminars/Presentations/MCQ Tests, etc.)

Course Outcome

After Learning the Course the students shall be able to:

1. Acquire an insight into concepts of mobile application development terminologies, environment, and architecture.
2. Design mobile application using various UI components and layouts.
3. Develop robust mobile applications with database interaction and web service integration
4. Deploy application on mobile device

List of Practical	
1.	Compare various operating systems with Android OS.
2.	Install and configure java development kit (JDK), android studio and android SDK.
3.	Configure android development tools (ADT) plug-in and create android virtual device.
4.	Develop a program to display Hello World on screen.
5.	Develop a program to implement linear layout and absolute layout.
6.	Develop a program to implement frame layout, table layout and relative layout.
7.	Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button
8.	Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picket), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button (use any layout)
9.	Design an android application to create page using Intent and one Button and pass the Values from one Activity to second Activity.
10.	Design an android application Send SMS using Intent.
11.	Create an android application using Fragments.
12.	Design an android application Using Radio button.
13.	Design an android application for menu.