17CS41P1 –MOBILE APPLICATION AND DEVELOPMENT LABORATORY

|  |  |  |  |
| --- | --- | --- | --- |
| **Course Category:** | Program Core | **Credits** | 2 |
| **Course Type:** | Laboratory | **Practical:** | 0-0-3 |
| **Prerequisite:** | Required the basics of Internet, usage of mobile and know the fundamentals of operating systems | **Sessional Evaluation:**  **Univ. Exam Evaluation:**  **Total Marks:** | 40  60  100 |
| **Objectives** | * Implement the design using specific mobile development frameworks * Develop and deploy the mobile applications in marketplace for distribution | | |

|  |  |  |
| --- | --- | --- |
| **Course Outcomes** | Upon the successful completion of the course, the students will be able to: | |
| CO1 | Understand the fundamental issues and usage of mobile applications and develop various innovative applications which are useful for society. |
| **Course Content** | 1. Develop an application that uses GUI components, Font and Colors 2. Develop an application that uses Layout Managers and event listeners. 3. Develop a native calculator application. 4. Write an application that draws basic graphical primitives on the screen. 5. Develop an application that makes use of database. 6. Develop an application that makes use of RSS Feed. 7. Implement an application that implements Multi- threading 8. Develop a native application that uses GPS location information 9. Implement an application that writes data to the SD card. 10. Implement an application that creates an alert upon receiving a message. 11. Write a mobile application that creates alarm clock | |
| **References** | **TEXT BOOKS**   1. Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012.   **REFERENCE BOOKS**   1. Charlie Collins, Michael Galpin and Matthias Kappler, “Android in Practice”, DreamTech, 2012. 2. James Dovey and Ash Furrow, “Beginning Objective C”, Apress, 2012. 3. David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, “Beginning Ios. 4. 4. Development: Exploring the iOS SDK”, Apress, 2013. | |
| **E-Resources** | 1. http://developer.android.com/develop/index.html. | |