# MOBILE APPLICATION DEVELOPMENT LAB (CS3604-1)-VII Sem

**YEAR: 2025-2026** 

Max Time:3 hrs Max Marks:30

# **Marks Distribution:**

	<u>Part-A</u>	<u>Part-B</u>
Write Up	5	5
Execution	10	10
Total	30	1

## **List of Programs:**

### PART-A

1.	Design four checkboxes namely any four food items and one button. Find total amount of food items selected in Toast message after clicking the button.
2.	Design simple calculator application that performs basic arithmetic operations. Use ADD, SUB, MUL, DIV buttons to perform operations, CLEAR button to reset the fields, and edit text widgets for reading operands, displaying result value.
3.	Create an application which generates a random color on each click.
4.	Implement the options menu concept in the application to choose between two activities (Give appropriate titles to activities).
5.	Implement context menu concept in application to change the background color.
6.	Design an application to send SMS using Intent class.
7.	Design a phone call application that takes a phone number from the user.
8.	Write an application to make a dialogue box to confirm the change of background color or image.
9.	Design an application that captures the image using a camera and set the captured image as the background for your application.

## **PART-B**

1.	Implement a service concept to play the music in the background for long duration and perform a foreground job.
2.	Implement an AsyncTask to count from 1 to 1000 in the background and the display the progress using progress bar on the screen.
3.	Implement broadcast receiver to carry out the of following: Read battery charge of your mobile, display it using progress bar and change the background color as given in table.
	Color Battery Charge
	Red 0% To 20%
	Blue 21% To 60%
	Green 61% To 100%
4.	Write an application to insert the data entered by a user into a database and display all the values in database.
5.	Implement web view concept in application that contains two activities and opens default web page/user entered web page.
6.	Implement the following animation concept
	i. Blink
	ii. Move the image object
	iii. Rotate.
	iv. Zoom In and Out