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| Course: | **Mobile Application Development Lab** | Date: 04/04/2024 |
| Course Code: | CSL-341 | Session: I |
| Faculty’s Name: | Dr. Muhammad Asif | Max Marks: 20 |
| Time Allowed: | 1.5 Hours | Total Pages: (2) |

**INSTRUCTIONS:**

1. This is open book exam. Sharing of any type of material is strictly prohibited.
2. All questions are compulsory.
3. Be brief and to the point please.
4. Plagiarism is not acceptable and will be monitored strictly please. Make your own **Package** **name**, **Functions** and **Variables**. Copied from the internet or any source will be marked negatively.
5. Make a **PDF** or **WORD** file and submit it containing JAVA, XML and PERMISSION Code inside along with Screenshots of output/GUI.

Student’s Name: Enroll No:

(USE CAPITAL LETTERS)

**Question # 1 (A),2 (B),3 (C),4 (D) (3+3+2+12=20 Marks)**

**Requirements:**

Develop an android application practically on Android Studio/VS Code. Test the application according to the requirements and instructions and then submit the following codes/files by copying from Android Studio in a Microsoft Word file if exist:

1. .JAVA class code
2. .XML File code
3. Permission code in AndroidManifest.XML Code
4. And also the Screenshots of every Activity

**Instructions:**

1. Your project should contain **4** Activities and activity code.
   1. Home Activity  **(Marks 3) (CLO-1)**

**(By Recalling the KNOWLEDGE of Activity by DESCRIBING the Plumbing concept)**

* + 1. “Home Activity” contains two TextViews (User Name and Password), Two EditTexts (for user name and password) and a single LOGIN Button. The user names must be every student’s **BUIC** **registration** **number** and **Password** must also be your BUIC registration number.
    2. After entering the user name and password in the edit text fields. You must click/tap the login button.
    3. On the click event of Login Button, the next ACTIVITY “Welcome Activity” should be opened. YOU MUST USE EXPLICIT INTENT.
  1. Welcome Activity **(Marks 3) (CLO-2)**

**(By INTERPRETING the concept of Alert Dialog Box and it’s Builder Class, do as directed below)**

* + 1. “Welcome Activity” should display an Alert Dialogue by using “Alert dialogue.Builder class” after login.
    2. This Alert dialogue should contain a message “Welcome to the party Reg#”
    3. This actual registration number must be concatenated with the message e.g. “Welcome to the party FUIF17BCSE018”.
    4. The Alert Dialog contains three buttons. i.e. OK, CANCEL and NO.
    5. If user presses/click the OK button, then the previous activity will be opened. The previous activity is “Home Activity”.
    6. If user presses/click the CANCEL button , then the user remains on the current activity i.e. “Welcome Activity”.
    7. If user presses/click the NO button , then the user go towards the NEW activity. The next activity will be “Sendthemessage Activity”.
  1. Sendthemessage Activity  **(Marks 2) (CLO-1)**

**(By Recalling the KNOWLEDGE of Radio Button by DESCRIBING the SELECTED\_ID of button)**

* + 1. There must be only one “Radio Button” in this activity.
    2. This only radio button is “SEND SMS/EMAIL/PHONE CALL”, If you check this radio button, then NEW Activity will be opened. i.e. “SMSEMAILPHONECALL Activity”.
  1. SMSEMAILPHONECALL Activity  **(Marks 4+4+4=12) (CLO-3)**

**(UNDERSTAND the following problem statement and SOLVE by using SMS Manager Class, EMAIL Intent Class and Caller Intent Class)**

* + 1. This activity contains a single EditText and a single SEND SMS button. The user must input phone number in the text field and presses the button to send a SMS. A Toast message will be appeared after successful SMS sent.
    2. This activity also contains 3 Editexts. One for TO:, One for SUBJECT: and one for BODY: to type message. And a single Button to send an email. A Toast message will be appeared after successful Email sent.
    3. This activity also contains a single EditText and a single Generate Phone Call button. The user must input phone number in the text field and presses the button to make a call.

**Best of Luck**