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Course Code: CSE333**Semester:** VII

USABILITY DESIGN OF SOFTWARE APPLICATIONS LABORATORY

Course Objectives: This course will enable the learner to enhance their innovation and creative thinking skills in developing web and mobile applications.

1. Installing and running applications on android studio
2. Design an android application to display the text “hello world”
3. Develop an android application to change background color and image
4. Implement a counter App for counting the number of times ‘ENTER’ key is pressed
5. Create an android application to add 5 images and change the image on button click
6. Design a canteen app using menus, lists and layouts
7. Design a registration form to open a bank account
8. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric) and a Submit button. On clicking the submit button, print all the data below the Submit Button
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 to Send SMS via Internet
11. Create an android application using Fragments
12. Develop an application with login and registration page connecting to database

COURSE LEARNING OUTCOMES

Upon successful completion of this course, the learner will be able to:

CO No.	Course Outcome	Knowledge Level
1	Illustrate naïve user interaction screens in android studio	K2
2	Demonstrate applications using menus, scroll bars and lists	K3
3	Design user registration forms for various applications	K6
4	Develop applications for sending SMS via Internet	K6
5	Create applications with different layouts using fragments	K6
6	Construct programs to connect user forms and databases	K6