

OBJECTIVES:

The student should be made to:

- Know the components and structure of mobile application development frameworks for Android and windows OS based mobiles.
- Understand how to work with various mobile application development frameworks.
- Learn the basic and important design concepts and issues of development of mobile applications.
- Understand the capabilities and limitations of mobile devices.

LIST OF EXPERIMENTS:

1. Develop an application that uses GUI components, Font and Colours.
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.

TOTAL: 45

PERIODS**OUTCOMES:**

At the end of the course, the student should be able to:

- Design and Implement various mobile applications using emulators.
- Deploy applications to hand-held devices.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

Standalone desktops with Windows or Android or iOS or Equivalent Mobile Application Development Tools with appropriate emulators and debuggers – 30 Nos.

Cs 1402 Software Development Lab Manual

TD Snyder



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Cs 1402 Software Development Lab Manual Book Review: Unveiling the Power of Words

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