

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

COURSE PLAN – PART I							
Name of the programme and specialization	B.Tech and CSE						
Course Title	MOBILE APPLICATIONS DEVELOPMENT LABORATORY						
Course Code	CSLR33	No. of Credits	2				
Course Code of Pre-requisite subject(s)	CSPC37						
Session	January 2019	Section (if, applicable)	A				
Name of Faculty	Dr. N. Ramasubramanian Mrs. Karckey P	Department	CSE				
Email	nrs@nitt.edu karckey@nitt.edu	Telephone No.	0431-2503204				
Name of Course Coordinator(s) (if, applicable)							
E-mail	Teleph	one No.					
Course Type	ELR	-					
Callabas (assessed	1: D-0)						

Syllabus (approved in BoS)

Experiments

- 1. Install the Android SDK and developer tools and build a test project to confirm that those tools are properly installed and configured
- 2. Write a program to develop an android application that includes different activities for different layouts.
- 3. Write a program to develop a Tic-Tac-Toe game application for android with 2 player support.



- 4. Write a program using a Table Layout for our restaurant data entry form, add a set of radio buttons to represent the type of restaurant
- 5. Write a program to send user from one application to another. (For example redirection to map)
 - 6. Write a program to develop an android application that using activity class to show different events.
 - 7. Write a program to develop an android application that call a number.
 - 8. Write a program to develop an app that shows the location of the country based on the coordinates given.
 - 9. Write a program to develop an application in android mobile that used to send SMS.
 - 10. Write a program to develop an app that shows an app widget and connects the App with SQLite database, the data is fetched and the widget is updated.
 - 11. Write a program to develop an app that shows different kinds of menus that the user can use to interact and navigate with, to update, delete or create data in the app
 - 12. Write a program to develop an application in android that plays the audio files.
 - 13. Write a program to develop an android application that plays the video files.
 - 14. Write a program to develop an application which capture the image using built in camera.
 - 15. Write a program to convert text to speech.

Text Books

- 1. Reto Meier, "Professional Android 4 Application Development", Wrox, 2012
- 2.Matt Gifford, "PhoneGap Mobile Application Development Cookbook", PACKT, 2012
- 3. Adrian Kosmaczewski, "Mobile JavaScript Application Development", O'RELLY, 2012

Websites

4.http://developer.android.com/

5.http://www.tutorialspoint.com/mobile_development_tutorials.html

COURSE OBJECTIVES

- To learn the basics of mobile application development
- To get accustomed to Android platform
- · To develop skills in developing basic Android applications

COURSE OUTCOMES (CO)

- Ability to comprehend Android platform and its usefulness in application development
- Ability to acquire skill set to execute applications in Android based devices
- Ability to design and develop deployable Android applications



Course Outo	come (CO)	8			
Ability to gai	n hands on experience in Android SDK	PO-1, PO-5, PO-6			
Ability to design and develop applications in Android based devices		PO-1, PO-2, PO-5, PO-6			
Ability to design and develop deployable Android applications		PO-1, PO-4, PO-5, PO-6			
	COURSE PLAN – PART	П			
COURSE O	VERVIEW				
Mobile Applie	cation Development Laboratory				
COURSE T	EACHING AND LEARNING ACTIVITIES				
Week	Topic	Topic			
1	Install the Android SDK and developer tools and build a test project to confirm that those tools are properly installed and configured				
2	Write a program to develop an android application that includes different activities for different layouts.				
3	Write a program to develop a Tic-Tac-Toe game application for android with 2 player support.				
4	Write a program using a Table Layout for our restaurant data entry form, add a se of radio buttons to represent the type of restaurant				
5	Write a program to send user from one application to another. (For example redirection to map)				
6	Write a program to develop an android application that using activity class to show different events.				
7	Write a program to develop an android application that call a number.				
8	Write a program to develop an app that shows the location of the country based or the coordinates given				
9	Write a program to develop an application in android mobile that used to send SMS				
10	Write a program to develop an app that shows an app widget and connects the App with SQLite database, the data is fetched and the widget is updated.				
11	Write a program to develop an app that shows different kinds of menus that the user can use to interact and navigate with, to update, delete or create data in the app				



12	Write a program to develop an application in android that plays the audio files.
13	Write a program to develop an android application that plays the video files.
14	Write a program to develop an application which capture the image using built in camera.
15	Write a program to develop an android application that convert text to speech.

COURSE ASSESSMENT METHODS

S.No.	Mode of Assessment	Week/Date	Duration	% Weightage
1	Continuous Assessment	Every Lab Session	-	20
2	Mid Sem Lab Assessment	4 th Week of March	3 hours	20
3	Lab Record	Every Lab Session	H	10
4	Model Exam	2 nd week of April	3 hours	20
CPA	Compensation Assessment	3 rd Week of April	3 hours	20
5	Final Assessment	2 nd Week of May	3 hours	30
	TOTA	L		100%

COURSE EXIT SURVEY (mention the ways in which the feedback about the course shall be assessed)

- 1. Students' feedback through class committee meetings.
- 2. Feedback questionnaire from students from MIS at the end of the semester.

COURSE POLICY (preferred mode of correspondence with students, compensation assessment policy to be specified)

MODE OF CORRESPONDENCE (email/ phone etc)

Students may contact the faculty member for any clarification through e-mail or in person.

COMPENSATION ASSESSMENT POLICY

Student should not be absent for assessments unless their reason for absence is genuine. The absentees can appear for compensation assessment, provided they had submitted the medical certificate/on duty certificate within one week after rejoining.



ATTENDANCE POLICY (A uniform attendance policy as specified below shall be followed)

- > At least 75% attendance in each course is mandatory.
- A maximum of 10% shall be allowed under On Duty (OD) category.
- > Students with less than 65% of attendance shall be prevented from writing the final assessment and shall be awarded 'V' grade.

ACADEMIC DISHONESTY & PLAGIARISM

- Possessing a mobile phone, carrying bits of paper, talking to other students, copying from others during an assessment will be treated as punishable dishonesty.
- > Zero mark to be awarded for the offenders. For copying from another student, both students get the same penalty of zero mark.
- > The departmental disciplinary committee including the course faculty member, PAC chairperson and the HoD, as members shall verify the facts of the malpractice and award the punishment if the student is found guilty. The report shall be submitted to the Academic office.

The above policy against academic dishonesty shall be applicable for all the programmers.

Family against account of approache for an the programmers	
ADDITIONAL COURSE INFORMATION	
Students can get their doubts clarified at any time with their faculty member.	
FOR APPROVAL	
K I.P	
Rayanyany	
Course Faculty CC-Chairperson HOD	
CN- Comarhonory 35/1/19	