

22CSPE402	MOBILE APPLICATION DEVELOPMENT	SEMESTER VII				
PREREQUISITIES		CATEGORY	PE	Credit		3
NIL		Hours/Week	L	T	P	TH
			3	0	0	3
Course Objectives:						
1.	Understand the android SDK					
2.	Understanding of Android application development					
3.	Inculcate working knowledge of Android Studio development tool					
UNIT I	INTRODUCTION	9	0	0	0	9
The Android Platform, Android SDK, Eclipse Installation, Android Installation, Building you First Android application, Understanding Anatomy of Android Application, Android Manifest fil						
UNIT II	ANDROID APPLICATION DESIGN ESSENTIALS	9	0	0	0	9
Anatomy of an Android applications, Android terminologies, Application Context, Activities, Services, Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions						
UNIT III	ANDROID USER INTERFACE DESIGN ESSENTIALS	9	0	0	0	9
User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation						
UNIT IV	ANDROID SOFTWARE DEVELOPMENT PROCESS	9	0	0	0	9
Testing Android applications, Publishing Android application, Using Android preferences, Managing Application resources in a hierarchy, working with different types of resources						
UNIT V	USING COMMON ANDROID APIs	9	0	0	0	9
Using Android Data and Storage APIs, Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs, Using Android Telephony APIs, Deploying Android Application to the World						
Total (45 L)= 45 Periods						

Text Book:	
1.	Lauren Darcey and Shane Conder, “Android Wireless Application Development”, Pearson Education, 2nd ed. (2011)
Reference Books:	
1.	Reto Meier, “Professional Android 2 Application Development”, Wiley India Pvt Ltd
2.	Mark L Murphy, “Beginning Android”, Wiley India Pvt Ltd
3.	Android Application Development All in one for Dummies by Barry Burd, Edition: I
E-Reference:	
1	https://youtu.be/9z7AEAYhAG8

COURSE OUTCOMES:		Bloom's Taxonomy Mapped
Upon completion of this course, the students will be able to:		
CO1	Identify various concepts of mobile programming that make it unique from programming for other platforms	L1
CO2	Critique mobile applications on their design pros and cons	L4
CO3	Utilize rapid prototyping techniques to design and develop sophisticated mobile interfaces	L5
CO4	Program mobile applications for the Android operating system that use basic and advanced phone features	L3
CO5	Deploy applications to the Android marketplace for distribution	L5

COURSE ARTICULATION MATRIX														
COs/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO 11	PO 12	PSO1	PSO2
CO1	1	1	1			1					1		1	1
CO2	1	3	3			1					1		1	1
CO3	1	2	2			1					1		1	1
CO4	1	3	2			1					1		1	1
CO5	1	2	3			1					1		1	1
Avg	1	2.2	2.2			1					1		1	1
3/2/1-indicates strength of correlation (3- High, 2-Medium, 1- Low)														