IV/IV B. TECH. FIRST SEMESTER
MOBILE APPLICATION DEVELOPMENT LAB (Required)

Course Code: CS 7L2 **Credits: 2**
Lecture:-- **Internal assessment: 25 Marks**
Lab: 3 period/week **Semester end examination: 50 Marks**

Prerequisite: Mobile Application Development

Course Outcomes:

At the end of this course student will:

CO1) Apply essential Android Programming concepts.

CO2) Develop various Android applications related to layouts & rich uses interactive interfaces

CO3) Develop Android applications related to mobile related server-less database like SQLITE

Syllabus:

Toast msgs

1. Write an android program to implement activity life cycle using toast messages with proper positioning.

Lay Outs

2. Write an android program to print the set of alphabets/strings in a linear layout and in table layout.
   a. Write an android program to align text boxes labels, buttons in a Emulator using relative and linear layout tags in a layout.xml.

Dialogs and Menu

3. Write an android program to demonstrate DatePickerDialog, TimePickerDialog with current date and current running time.

   a. Write an android program to demonstrate a Menu with name File with New and Open as menu items. Give toast msgs on click of each menu item. (if possible implement the content in 3.a in one tab and other set of items in another tab.)

4. Write an android program to switch from one activity to another using Intent. When the activity is changed disable the use of back button to avoid going to previous activity

Views

5. Write an android program to demonstrate scroll view and list view.

(List view should array adapter. The adapter should use array list of companies.Each item in the list view should have company name, company address and its annual revenue.)

SQLite Database

6. Write an android program to implement the following operations using SQLite Database.

- Create the SQLite Database Object.
- Execute the CRUD Operations required for the application
- Close the database.

Case Study

7. Divide students into batches and suggest them to develop any interested project such as.:

a. Student Mark Entry System

b. Enquiry System

c. Monitoring System

Learning Resource

References

Android Cook Book, by Ian F. Darwin, O'reilly (SPD) publications.