Subject with Code: MOBILE APPLICATION DEVELOPMENT(20CS0540)
Course & Branch: B.Tech – CSE/CSM

Regulation: R20   **Year & Sem:** IV-B.Tech & I-Sem

UNIT –I
Introduction to Android

1	a Define Android. Create a android application to display "Hello World".	[L1,CO1]	**[6M]**
	b Define MAD. Explain mobile devices with its pros and cons	[L2,CO1]	**[6M]**
2	Briefly explain versions of Android and the features of Android.	[L2,CO1]	**[12M]**
3	Construct Android Architecture with neat sketch.	[L6,CO1]	**[12M]**
4	Briefly explain about mobile technologies.	[L2,CO1]	**[12M]**
5	Define layout? Explain the types of layouts with example.	[L1,CO1]	**[12M]**
6	Define Event handling. Explain the Event handling management	[L1,CO1]	**[12M]**
7	a	What is AVD? Explain AVD in android with pros and cons.	[L2,CO1]	**[6M]**
	b	What is manifest? Write application of manifest.	[L1,CO1]	**[6M]**
8	a	Explain UI widgets in android.	[L2,CO1]	**[6M]**
	b	Explain Dalvik Virtual Machine.	[L2,CO1]	**[6M]**
9	Explain Eclipse and steps to install eclipse IDE Explain with pros and cons.	[L2,CO1]	**[12M]**
10	Describe the life cycle of an Android activity with neat sketch?	[L3,CO1]	**[12M]**

UNIT –II
UNDERSTANDING THE COMPONENTS OF A SCREEN

1		Discuss screen adapting to display orientation.	[L1,CO1]	**[12M]**
2	a	Describe the Relative Layout with an example.	[L2,CO2]	**[6M]**
	b	Explain the following layouts Frame Layout.	[L2,CO2]	**[6M]**
3		Explain in detail Pictures and menus with an example.	[L2,CO2]	**[12M]**
4		Discuss in detail action bar with example program.	[L3,CO2]	**[12M]**
5		Classify the List of View in android.	[L4,CO2]	**[12M]**
6	a	Identify the views Time Picker in android.	[L3,CO2]	**[6M]**
	b	Explain the Following Date Picker	[L2,CO2]	**[6M]**
7		Explain Image Views to display pictures in Android Mobile.	[L2,CO2]	**[12M]**
8	a	Categorize the following List View in android.	[L4,CO2]	**[6M]**
	b	Categorize the following Image View in android.	[L4,CO2]	**[6M]**
9		What is Text View? Explain the following attributes of Text view	[L2,CO2]	**[12M]**
10		Explain a)Progress Bar b) Spinner	[L2,CO2]	**[12M]**

UNIT –III
DATA PERSISTENCE AND CONTENT PROVIDERS

1	How to Save Data using the Shared Preferences Object .Explain?	[L1,CO3]	**[12M]**
2	Develop a code to store online in file which resides in sd-card?	[L6,CO3]	**[12M]**
3	Create a simple registration form using Edit Text, Radio Button, and store the user value in Shared Preference.	[L6,CO4]	**[12M]**
4	Demonstrate use of Toggle Button class with example. Play Music on toggle on and music off on toggle off.	[L2,CO3]	**[12M]**
5	Define SQLite database.How to provide database connection using SQLite database.	[L1,CO5]	**[12M]**
6	Develop an android application for login & registration using SQLite database connectivity.	[L6,CO4]	**[12M]**
7	How to Create and Add Data to SQLite Database in Android?	[L1,CO5]	**[12M]**
8	What is Content Provider? What are the Operations supported by a Content Provider?	[L1,CO3]	**[12M]**
9	How will you Implement Two Text View are added in the activity, one for heading and one to display the stored data in a content provider	[L1,CO3]	**[12M]**
10	How to Store and Retrieve all contacts from the Table Using Database Programmatically. Explain	[L1,CO3]	**[12M]**

UNIT –IV
MESSAGING AND DEVELOPING AND PUBLISHING ANDROID APPLICATIONS

1	a	Explain the following terms: i) Broadcast Receiver ii)SMS	[L2,CO4]	**[6M]**
	b	What is the purpose of the Image Switcher?	[L1,CO4]	**[6M]**
2		Identify how can we send SMS messages in your Android application.	[L3,CO4]	**[12M]**
3		Name the permissions you need to declare in your AndroidManifest.xml file for sending And receiving SMS messages.	[L1,CO4]	**[12M]**
4		How do you notify an activity from a Broadcast Receiver?	[L1,CO4]	**[12M]**
5		Develop a code for Sending E-Mail in Android?	[L3,CO4]	**[12M]**
6		Create a Simple Own Service to start and stop the service in Android?	[L6,CO4]	**[12M]**
7		Explain in detail about binding activities to services?	[L2,CO5]	**[12M]**
8		How to prepare your application for deployment?	[L1,CO4]	**[12M]**
9		Discuss about Threading concept?	[L2,CO4]	**[12M]**
10		Analyze how to Publishing your application on the Android Market.	[L4,CO4]	**[12M]**

UNIT –V
Windows Mobile App Development

1	Illustrates the lifecycle of a Windows Phone application	[L3,CO5]	**[12M]**
2	Explain the UI Design Guidelines for Windows Phone 8	[L2,CO6]	**[12M]**
3	How the data access storage is worked with files and folders in web development	[L1,CO5]	**[12M]**
4	Extend Windows Phone events in detail.	[L2,CO5]	**[12M]**
5	**Discuss the Sockets support and its communication for Windows Phone 8**	[L2,CO6]	**[12M]**
6	What is Silverlight? Explain its versions and features.	[L2,CO6]	**[12M]**
7	How the multitask scheduling can be done using Background agent and classify the agents level.	[L1,CO5]	**[12M]**
8	Explain about push notification.	[L2,CO5]	**[12M]**
9	Design and Illustrate the display of maps with landmarks and location.	[L3,CO6]	**[12M]**
10	Create a web application using XAML framework.	[L6,CO5]	**[12M]**

Prepared by: **Dr.P.M.S.S Chandu, Professor, Dr.J.Sridhar . Associate. Professor,**
Dr.K.Jagadeesh Asst.Professor