

COURSE CODE	COURSE TITLE	L	T	P	C
1154CS301	MOBILE APP DEVELOPMENT USING ANDROID STUDIO	0	0	2	1

Course Category: University Elective

**A. Preamble:**

In this modern era almost, every hand has a handheld device. Each handheld device has the computing capability to meet the half the needs of user such as banking, browsing, education and emergency etc. It is good for an engineer to have some basic knowledge about the handheld devices platform and its supporting software development. This course will give adequate knowledge in developing a mobile application for android platform.

**B. Prerequisites:**

Sl. No	Course Code	Course Name
1	1150CS201	Problem Solving using C

**C. Related Courses:**

Sl. No	Course Code	Course Name
		NIL

**D. Course Educational Objectives:**

Learners are exposed to

- Basics about mobile platform
- Techniques in implementation, software design, and user-interaction design for mobile application.
- Database connectivity with apps.

**E. Course Outcomes**

CO Nos.	Course Outcomes	Level of learning domain (Based on revised Bloom's taxonomy)
CO1	Apply the basics of android and UI Element	S3
CO2	Demonstrate Threading and Services	S2
CO3	Demonstrate Animation and Sensors	S2
CO4	Demonstrate App With Database	S2

**F. Correlation of COs with POs:**

Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	M		M		H	L								H	
CO2	M		M		H	L								H	
CO3	M	L	H		H	M			L		L			H	
CO4	M	L	H		H	M		L	L		L	L	M	H	L

**G. Lab Experiment:  
P-30**

1. Setting up android and android emulator
2. Creating UI element – Layout
3. Creating UI element – Button
4. Creating UI element - Menu
5. Demonstrating Thread
6. Demonstrating Services
7. Creating Animation view and canvas
8. Listing the sensors used in mobile phone
9. Creating data base using SQLite
10. Interaction with Data Base

**H. Learning Resources**

**i. Text Books**

1. “AnubhavPradhan, Anil V Deshpande” Composing Mobile Apps Learn|Explore|Apply using Andriod, Wiley Publications 1st Edition 2014.

**ii. Reference Books**

1. Charlie Collins, Michael Galpin and Matthias Kappler, “Android in Practice”, DreamTech, 2012

**iii. Online Resources**

1. <http://developer.android.com/develop/index.html>
2. <https://www.tutorialspoint.com/android/>
3. <https://www.javatpoint.com/android-tutorial>

**iv. Android Application Resources**

1. <https://play.google.com/store/apps/details?id=arjuntoshniwal.androidtutorials.advanced&hl=en>