

SEMESTER-IV

COURSE 11: MOBILE APPLICATION DEVELOPMENT USING ANDROID

Theory

Credits: 3

3 hrs/week

COURSE OBJECTIVES:

1. To facilitate students understanding android SDK
2. To help students to gain a basic understanding of Android application development
3. To instill working knowledge of Android Studio development tool

COURSE OUTCOMES:

The theory, practical experiences and relevant soft skills associated with this course are to be taught and implemented, so that the student demonstrates the following industry-oriented COs associated with the above-mentioned competency:

1. Identify various concepts and features of Android operating system.
2. Configure Android environment and development tools.
3. Develop rich user Interfaces by using layouts and controls.
4. Use User Interface components for android application development.
5. Create Android application using database.
6. Publish Android applications.

UNIT-I

Introduction to Android: - Overview, History, Features of Android, The Android Platform, Understanding the Android Software Stack – Android Application Architecture –The Android Application Life Cycle – The Activity Life Cycle, Creating Android Activity -Views- Layout Android SDK, Android Installation, Building you First Android application, Understanding Anatomy of Android Application, Android Manifest file.

Case Study:

- i. Give a brief description of Android Architecture and its parts.
- ii. List out the challenges we face while using Android?
- iii. List the new features of Android in the latest version.

UNIT-II

Android Application Design Essentials: Anatomy of an Android applications, Android terminologies, Creating User Interfaces with basic views- Application Context, Activities, Services, Intents, linking activities with Intents,, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions.

Case Study:

- i. Present an idea that you would like to convert it into an application in the future.

UNIT-III

Android User Interface Design Essentials: User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation. Layouts, RecyclerView, List View, Grid View and Web view

Input Controls: Buttons, Checkboxes, Radio Buttons, Toggle Buttons, Spinners, Input Events, Menus, Toast, Dialogs, Styles and Themes, Creating lists, and Custom lists

Case Study:

- i. Present detail report on the features of Check Boxes, Radio Buttons and Toggle Buttons.

UNIT-IV

Testing Android applications: Publishing Android application, Using Android preferences, Managing Application resources in a hierarchy, working with different types of resources.

Case Study:

1. List out the special features of Android with its counterparts.

UNIT-V

Using Common Android APIs: Internal Storage, External Storage , SQLite Databases , Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs, JSON Parsing, Using Android Telephony APIs, Deploying Android Application to the World. Google maps, Using GPS to find current location, Sensors, bluetooth/Wi-Fi Connectivity.

Case Study:

- i. List out the points to keep in mind to make you application more attractive.
- ii. List the controls that make you application attractive.

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
4. "Android", Dixit, Prasanna Kumar Vikas Publications, New Delhi 2014,
ISBN: 9789325977884
5. Maclean David, Komatineni Satya, Allen Grant , "Pro Android 5", Apress Publications 2015
ISBN: 978-1-4302-4680-0
6. "Android Programming for Beginners" by Horton, John, Packet Publication, 2015
ISBN: 978-1-78588-326-2
7. Lauren Darcey and Shane Conder, "Android Wireless Application Development", Pearson Education,
2nd ed. (2011)