

21INTP2	Mobile Application Development Lab	L	T	P	C
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<p><u>Course Objective:</u></p> <ul style="list-style-type: none"> • To understand the components and structure of mobile application development frameworks for Android and windows OS based mobiles. • Learn the basic and important design concepts and issues of development of mobile applications. 					
LIST OF EXPERIMENTS					30 Periods
<ol style="list-style-type: none"> 1 .Develop an application that uses GUI components, Font and Colours 2. Develop an application that uses Layout Managers and event listeners. 3. Develop a native calculator application. 4. Write an application that draws basic graphical primitives on the screen. 5. Develop an application that makes use of database. 6. Develop an application that makes use of RSS Feed. 7. Implement an application that implements Multi-threading 8. Develop a native application that uses GPS location information. 9. Implement an application that writes data to the SD card. 10. Implement an application that creates an alert upon receiving a message. 11. Develop a mobile application to send an email. 					
<p><u>Course Outcomes:</u></p> <ul style="list-style-type: none"> • Develop mobile applications using GUI and Layouts. • Develop mobile applications using Event Listener. • Develop mobile applications using Databases. • Analyse and discover own mobile app for simple needs. 					