



KONGU ARTS AND SCIENCE COLLEGE

(An Autonomous Institution, Affiliated to Bharathiar University, Coimbatore)

ERODE – 638 107

DEPARTMENT OF COMPUTER SCIENCE (UG)

VALUE ADDED COURSE – SYLLABUS

18VCSMA – MOBILE APPLICATION DEVELOPMENT

PAPER I: JAVA CONCEPTS AND ANDROID TECHNOLOGY

Course Objective: The objective of the programme is to inculcate knowledge in mobile application development on the Android platform and make the students expertise in creating an innovative and robust mobile application.

UNIT I		4 Hours
Java- Basic Concepts of OOPS – Simple Java program – Declaration of variables – Giving Values to variables – Decision making- Branching and Looping.		
UNIT II		4 Hours
What is Android? – Android Versions – Features of Android – Architecture of Android – Android Devices in the Market – Downloading and Installing Eclipse.		
UNIT III		4 Hours
Android SDK- Installing – Configuring – Android Development Tools (ADT)- Creating Android Virtual Devices (AVDs)- Creating Your First Android app.		
UNIT IV		4 Hours
Exploring the Android SDK: What is in the Android SDK- Android Documentation –Android Samples: API demos – Hello activity –Lunar Lander- Notepad-Snake- Android Tools		
UNIT V		4 Hours
APIs: Google APIs-Optional APIs- Creating Android Projects in Eclipse – Hello World Creation Using an Image- Code based UI - XML based UI.		
Total Hours		20 Hours



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Reference Books

1. E.Balagurusamy,"Programming with Java – A Primer" - 3 rd Edition, TMH.
2. W.FrankAbleson, RobiSen, Chris King, C.Enrique Ortiz, "Android in Action", Third Edition, Dreamtech Press, 2012.
3. Jerome(J.F) Dimarzio, "Android- A Programmer's Guide", Tata McGraw Hill Education Private Limited, 2011.
4. Wei-Meng Lee, "Beginning Android 4 Application Development", Wiley India Private Limited, 2015

COURSE OUTCOME:

Upon successful completion of the Course, the students will be able to:

- Associate the real time problems with the solutions using Android.
- Gain knowledge on Android SDK to create Android Virtual Devices
- Explore various functionalities of Android SDK to create Android Projects
- Create Code based UI and XML based UI



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PAPER II – PROGRAMMING LAB – ANDROID APPLICATION DEVELOPMENT

S.No	Practical List	Hours
1	Develop a sample android application using text view and buttons.	4
2	Develop an android application for temperature conversion (Celsius to Fahrenheit and vice versa).	3
3	Develop an android application to check whether the given year is leap year or not.	3
4	Design and develop a calculator application.	3
5	Develop a sample android application using intent and list view.	3
6	Develop an android application to create a login form.	2
7	Develop an android application to create a registration form.	2
Total Hours		20

COURSE OUTCOME:

Upon successful completion of the Course, the students will be able to:

- Install and configure Android application development tools.
- Design and develop user Interfaces for the Android platform.
- Apply Java programming concepts to Android application development.
- Able to write simple GUI applications



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