



# 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**

**20VCSAA – APP DEVELOPMENT IN ANDROID**

**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.

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



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### Reference Books

1. E.Balagurusamy, "Programming with Java – A Primer" - 3 rd Edition, TMH.
2. W.Frank Ableson, Robi Sen, 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.

### 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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