GUJARAT TECHNOLOGICAL UNIVERSITY MASTER OF COMPUTER APPLICATIONS (MCA) SEMESTER: V

Subject Name: Mobile Computing (MC)

Subject Code: 650003

Objectives:

- To be able to understand the process of developing software for the mobile
- To be able to create mobile applications on the Android Platform
- To be able to create mobile applications involving data storage in SQLite database.

Prerequisites:

Knowledge of the Core Java Programming, database concepts.

User Interface Screen elements

Designing User Interfaces with LayoutsDrawing and Working with Animation

Contents:

1. Introduction to Android		[2Hrs]	
•	History of Mobile Software Development The Open Handset Alliance The Android Platform Android SDK Building a sample Android application		
2.	Android Application Design Essentials		[19Hrs]
•	Anatomy of an Android applications Android terminologies Application Context, Activities, Services, Intents Receiving and Broadcasting Intents Android Manifest File and its common settings Using Intent Filter, Permissions Managing Application resources in a hierarchy Working with different types of resources	[1 Hr] [3Hrs] [5Hrs] [3Hrs] [1 Hr] [3Hrs] [2Hrs] [1 Hr]	
3.	Android User Interface Design Essentials		[8Hrs]

4. Using Common Android APIs [18Hrs] • Using Android Data and Storage APIs [3Hrs] • Managing data using SQLite [1 Hr] • Sharing Data Between Applications with Content Providers [5Hrs] • Using Android Networking APIs [2Hrs] • Using Android Web APIs [2Hrs] • Using Android Telephony APIs [5Hrs] 5. Deploying Android Application to the World

[1Hr]

• Selling your Android application

Text Book:

1. Lauren Darcey and Shane Conder, "Android Wireless Application Development", Pearson Education, 2nd ed. (2011)

Reference Books:

- 1. Reto Meier, "Professional Android 2 Application Development", Wiley India Pvt Ltd (2011)
- 2. Mark L Murphy, "Beginning Android", Wiley India Pvt Ltd(2009)
- 3. Sayed Y Hashimi and Satya Komatineni, "Pro Android", Wiley India Pvt Ltd(2009)

Chapter wise Coverage from Text Book:

Chapters: 1, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 16, 29

Note: In Practicals, Eclipse Mobile edition will be allowed to be used as an IDE.