

GUJARAT TECHNOLOGICAL UNIVERSITY

MASTER OF COMPUTER APPLICATIONS (MCA)

SEMESTER: V

Subject Name: **Software Lab in Mobile Computing (SL-MC)**

Subject Code: **650017**

- 1) Create “Hello World” application. That will display “Hello World” in the middle of the screen in the red color with white background.
- 2) To understand Activity, Intent
 - a. Create sample application with login module.(Check username and password)
 - b. On successful login, go to next screen. And on failing login, alert user using Toast.
 - c. Also pass username to next screen.
- 3) Create login application where you will have to validate EmailID(Username). Till the username and password is not validated , login button should remain disabled.
- 4) Create and Login application as above . On successful login , open browser with any URL.
- 5) Create an application that will pass some number to the next screen , and on the next screen that number of items should be display in the list.
- 6) Understand resource folders :
 - a. Create spinner with strings taken from resource folder(res >> value folder).
 - b. On changing spinner value, change image.
- 7) Understand Menu option.
 - a. Create an application that will change color of the screen, based on selected options from the menu.
- 8) Create an application that will display toast(Message) on specific interval of time.
- 9) Create an background application that will open activity on specific time.
- 10) Create an application that will have spinner with list of animation names. On selecting animation name , that animation should affect on the images displayed below.
- 11) Understanding of UI :
 - a. Create an UI such that , one screen have list of all the types of cars.
 - b. On selecting of any car name, next screen should show Car details like : name , launched date , company name, images(using gallery) if available, show different colors in which it is available.

- 12) Understanding content providers and permissions:
 - a. Read phonebook contacts using content providers and display in list.
- 13) Read messages from the mobile and display it on the screen.
- 14) Create an application to call specific entered number by user in the EditText
- 15) Create an application that will create database with table of User credential.
- 16) Create an application to read file from asset folder and copy it in memory card.
- 17) Create an application that will play a media file from the memory card.
- 18) Create an application to make Insert , update , Delete and retrieve operation on the database.
- 19) Create an application to read file from the sdcard and display that file content to the screen.
- 20) Create an application to draw line on the screen as user drag his finger.
- 21) Create an application to send message between two emulators.
- 22) Create an application to take picture using native application.
- 23) Create an application to pick up any image from the native application gallery and display it on the screen.
- 24) Create an application to open any URL inside the application and clicking on any link from that URI should not open Native browser but that URL should open the same screen.