MOBILE APPLICATON DEVELOPMENT USING ANDROID

(Common to All Universities in AP)

UNIT I: INTRODUCTION TO ANDROID

Overview, History, Features of Android, The Android Platform, Understanding the Android Software Stack - Android Application Architecture -The Android Application Life Cycle - The Activity Life Cycle, Creating Android Activity -Views-Layout Android SDK, Android Installation, Building you First Android application, Understanding Anatomy of Android Application, Android Manifest file.

Case Study:

1. Give a brief description of Android Architecture and its parts.
2. List out the challenges we face while using Android?
3. List the new features of Android in the latest version.

UNIT – II: ANDROID APPLICATION DESIGN ESSENTIALS

Anatomy of an Android applications, Android terminologies, Creating User Interfaces with basic views- Application Context, Activities, Services, Intents, linking activities with Intents,, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions.

Case Study:

1. Present an idea that you would like to convert it into an application in the future.

UNIT-III: ANDROID USER INTERFACE DESIGN ESSENTIALS

User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation. Layouts, Recycler View, List View, Grid View and Web view

Input Controls: Buttons, Checkboxes, Radio Buttons, Toggle Buttons, Spinners, Input Events, Menus, Toast, Dialogs, Styles and Themes, Creating lists, and Custom lists.

Case Study:

1. Present detail report on the features of Check Boxes, Radio Buttons and Toggle Buttons.

UNIT-IV: TESTING ANDROID APPLICATIONS

Publishing Android application, Using Android preferences, Managing Application resources in a hierarchy, working with different types of resources.

Case Study:

1. List out the special features of Android with its counterparts.

UNIT-V: USING COMMON ANDROID APIS

Internal Storage, External Storage, SQLite Databases, Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs, JSON Parsing, Using Android Telephony APIs, Deploying Android Applications to the World. Google Maps, Using GPS to find the current location, Sensors, and Bluetooth / Wi-Fi Connectivity.

Case Study:

1. List out the points to keep in mind to make you application more attractive.
2. List the controls that make you application attractive.

IMPORTANT QUESTIONS

LEVEL – 1

UNIT-I: INTRODUCTION TO ANDROID

UNIT-II: ANDROID APPLICATION DESIGN ESSENTIALS

UNIT-III: ANDROID USER INTERFACE DESIGN ESSENTIALS

UNIT-IV: ANDROID USER INTERFACE DESIGN ESSENTIALS

UNIT-V: COMMON ANDROID APIS

LEVEL – 2

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SHORT ANSWER QUESTIONS

UNIT-II: ANDROID APPLICATION DESIGN ESSENTIALS

LONG ANSWER QUESTIONS

SHORT ANSWER QUESTIONS

UNIT-III: ANDROID USER INTERFACE DESIGN ESSENTIALS

LONG ANSWER QUESTIONS

SHORT ANSWER QUESTIONS

UNIT-IV: ANDROID USER INTERFACE DESIGN ESSENTIALS

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SHORT ANSWER QUESTIONS

UNIT-V: COMMON ANDROID APIS

LONG ANSWER QUESTIONS

SHORT ANSWER QUESTIONS

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