

<b>COURSE TITLE</b>	<b>:</b>	<b>SMART DEVICE PROGRAMMING LAB</b>
<b>COURSE CODE</b>	<b>:</b>	<b>6138</b>
<b>COURSE CATEGORY</b>	<b>:</b>	<b>A</b>
<b>PERIODS/WEEK</b>	<b>:</b>	<b>5</b>
<b>PERIODS/SEMESTER</b>	<b>:</b>	<b>75</b>
<b>CREDITS</b>	<b>:</b>	<b>5</b>

**General Outcomes:**

1. To install software tools required for mobile technologies
2. To develop simple android applications
3. To design and implement user interfaces
4. To develop applications using data storage
5. To develop mobile applications using HTML 5.0 and JavaScript

**Specific Outcomes:**

- 1.1 Install Eclipse/Android studio
- 1.2 Install android sdk
- 1.3 Configure eclipse/Android Studio for android
  
- 2.1 Create Hello World application
- 2.2 Create activity bases applications
- 2.3 Implement programs for Displaying a Dialog Window Using an Activity
- 2.4 Implement programs for linking Activities with intents
- 2.5 Implement for Passing Data to the Target Activity
- 2.6 Implement program for Calling Built-In Applications Using Intents
  
- 3.1 Implement program using UI components
  1. To Create three pages using layout system - Liner layout, Relative layout and Table layout respectively.
  2. To Navigate to these screen from the home page that you created In module 1
  3. To Include alert dialog and country listing list view.
- 3.2 Write android web applications
- 3.3 Create custom Android Virtual Device(AVD)
- 3.4 Emulate device with different screen size
- 3.5 Make SMS and phone call
  
- 4.1 Write applications utilising data base and SQLite commands
  4. To Create a SQLite database and perform query operations.
  5. To Insert data in database table
  6. To Retrieve and display details in screen
- 4.2 Transfer files between emulator and PC
- 4.3 Create an android application with login page and a home page
- 4.4 Compile and debug the application.
- 4.5 Install application in both emulator and device.
- 5.1 Design and Develop mobile application using HTML 5.0 and JavaScript
- 5.2 Build HTML 5.0 – JavaScript application using PhoneGap
- 5.3 Install an application on a mobile device