Lesson Plan

Name of faculty : Vijender Kumar
Discipline : Computer Engineering
Semester : 6
Subject : Mobile Application Development
Lesson Plan Duration : 15 Weeks (6th March to 17 June)
Work Load (Lecture/ Practical) per week (in hours): Lectures-03, Practical - 06

Week	Theory		Practical	
	Lecture day	Topic (including assignment / test)	Practical day	Topic
1st	1st	Introduction : Evolution of Mobile Computing, Important terminologies	1st & 2nd	Write a program to demonstrate activity (Application Life Cycle)
	2nd	Mobile computing functions, Mobile computing security issues		
	3rd	Mobile computing Devices, Networks: Wired , Wireless, Ad-hoc, Comparison of wired and wireless mechanism, Various types of wireless communication technologies		
2nd	4th	Antennas, Basics of Base Station and Medium access control and Mobile station	3rd & 4th	Write a program to demonstrate different types of layouts.
	5th	Architecture of Mobile Computing, , 3-Tier Architecture		
	6th	Mobile computing through Telephony: Evolution through telephony, Wireless LAN: Introduction - Applications of WLAN		
3rd	7th	Infrared versus Radio Transmission, Features of WI-FI	5th & 6th	Write a program to implement simple calculator using text view, edit view, option button and button
	8th	Features of WI-FI and WI-MAX., Bluetooth : Introduction and application		
	9th	ANDROID : Android Versions, Features of Android		
4th	10th	Architecture of Android	7th & 8th	Write a program to demonstrate list view
	11th	Android Market, Android Runtime (Dalvik Virtual Machine)		
	12th	ANDROID SDK & ADT : Android SDK, Android Development Tool (ADT)		
5th	13th	Installing and configuring Android	9th & 10th	Write a program to demonstrate photo gallery
	14th	Android Virtual Device (AVD), Understanding Activities, Linking activities and indents		
	15th	Sessional test		
6th	16th	Calling built-in applications using intents, Fragments	11th & 12th	Write a program to demonstrate Date picker and time picker
	17th	Displaying Notifications, User Interface : Views and View groups, Layouts		
	18th	Display Orientation, Action Bar, Listening for UI Notifications		
7th	19th	Basic Views : Textview, Button, Image Button	13th &	

	20th	EditText, CheckBox, ToggleButton,	14th	Develop an simple application with context menu and option menu
	21st	RadioButton , RadioGroup Views		
8th	22nd	ProgressBar View, Auto Complete Text View	15th & 16th	Develop an application to send SMS
	23rd	Advanced Views : Time Picker View		
	24th	Date Picker View, List Views		
9th	25th	Image View, Menus	17th & 18th	Write a program to view, edit contact
	26th	Menus		
	27th	Analog and Digital View, Dialog Boxes, Displaying Pictures & Menus with Views		
10th	28th	Gallery View, ImageSwitcher, GridView	19th & 20th	Write a program to send e-mail
	29th	Creating the Helper Methods		
	30th	Sessional test		
11th	31st	Options Menu, Context Menu	21st & 22nd	Write a program to demonstrate a service
	32nd	Sending SMS		
	33rd	Receiving SMS		
12th	34th	Making phone call	23rd & 24th	Write a program to demonstrate web view to display web site
	35th	Location Based Services		
	36th	Obtaining the Maps API Key, Displaying the Map		
13th	37th	Zoom Control, Navigating to a specific location	25th & 26th	Write a program to display map of given location/position using map view
	38th	Adding Marker, Geo Coding and reverse Geo coding		
	39th	Content Provider		
14th	40th	Sharing data, view contacts, Add contacts, Modify contacts, Delete Contacts	27th & 28th	Write a program to demonstrate the application of intent class
	41st	Storage : Store and Retire data's in Internal and External Storage		
	42nd	SQLite, Creating and using databases		
15th	43rd	Android Service : Consuming Web service using HTTP	29th & 30th	Write a program to create a text file in external memory. Write a program to store and fetch data from SQL life database.
	44th	Downloading binary Data, Downloading Text Content		
	45th	Accessing Web Service		
		Revision		