

SUBJECT: COMPUTER SCIENCE							
SEC-3	BCS-S505	Android Programming	L	T	P	C	Time for ESE
			2	-	-	2	3 Hrs.
Pre- requisite: Basic knowledge of object- oriented programming language (Java).							
Course Objectives:							
<ul style="list-style-type: none"> To facilitate students to understand android SDK To help students to gain a basic understanding of Android application development To inculcate working knowledge of Android Studio development tool 							
Course Outcomes:							
CO1	Comprehend Android platform and its usefulness in application development.						
CO2	Acquire skill set to execute applications in Android based devices.						
CO3	Design and develop deployable Android applications.						
<u>Course Contents</u>							
UNIT	Contents						Lectures Required
1.	<p>Introduction to Android: The Android Platform, Android SDK, Android Studio installation, Android Installation, building First Android application, Understanding Anatomy of Android Application, Android Manifest file.</p> <p>Android Application Design Essentials: 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.</p>						8
2.	<p>Introduction to Android: The Android Platform, Android SDK, Android Studio installation, Android Installation, building First Android application, Understanding Anatomy of Android Application, Android Manifest file.</p> <p>Android Application Design Essentials: 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.</p>						8
3.	<p>Introduction to Android: The Android Platform, Android SDK, Android Studio installation, Android Installation, building First Android application, Understanding Anatomy of Android Application, Android Manifest file.</p> <p>Android Application Design Essentials: 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.</p>						8
Total Lectures						24	

Suggested Text Book(s):

1. Meier Reto and Lake Ian, *Professional Android*, Wrox.
2. John Horton, *Android Programming for Beginners*, Packt Publishing

Suggested Reference Book(s):

1. Deitel, P., Deitel, H., Deitle, A., and Morgano, M., *Android for Programmers – An App-Driven Approach*, Prentice Hall, Upper Saddle River, NY.

Other Useful Resource(s)

1. <http://www.developer.android.com>
2. <http://developer.android.com/about/versions/index.html>
3. <http://developer.android.com/training/basics/firstapp/index.html>
4. <http://developer.android.com/guide/components/fundamentals.html>
5. <http://developer.android.com/guide/components/intents-filters.html> .
6. <http://developer.android.com/training/multiscreen/screensizes.html>
7. <http://developer.android.com/guide/topics/ui/controls.html>
8. <http://developer.android.com/guide/topics/ui/declaring-layout.html>
9. <http://developer.android.com/training/basics/data-storage/databases.html>
10. <http://www.developer.android.com>

Course Outcomes Contributed to Programme Outcomes

PO→ CO↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	AVERAGE
CO1	3	3	2	3	2	3	2	2	2.5
CO2	3	3	2	3	3	3	3	3	2.9
CO3	3	3	2	2	3	3	3	3	2.8
AVG.	3.0	3.0	2.0	2.7	2.7	3.0	2.7	2.7	2.7

Course Outcomes Contributed to Programme Specific Outcomes

PSO→ CO↓	PSO1	PSO2	PSO3	AVERAGE
CO1	3	3	3	3.0
CO2	3	3	3	3.0
CO3	3	3	3	3.0
AVG.	3.0	3.0	3.0	3.0