CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
Android Programming using Java	**4**	**3**	**0**	**1**	Pass in Class XII	NIL

Learning Objective

The course enables the students to understand Android architecture and its key features, making them competent to develop Android applications using Java.

Learning outcomes

On successful completion of the course, students will be able to:

- logically organize Java classes and interfaces using packages.
- understand the design of the Android operating system.
- design user interfaces using various dialog boxes, menus, etc.
- design Android applications with interaction among various activities/applications.

SYLLABUS OF DSE 01b

Unit 1 (15 hours)
Review of Object Oriented Programming and Java Fundamentals: Structure of Java programs, classes and objects, data types, type casting, looping constructs, inheritance.

Unit 2 (2 hours)
Interfaces: Interface basics, defining, implementing and extending interfaces.

Unit 3 (4 hours)
Packages: Basics of packages, creating and accessing packages.

Unit 4 (7 hours)

GUI Programming: AWT classes, event handling.

Unit 5 (5 hours)

Introduction to Android Programming: Introduction to Android Operating System, Android SDK, AVD, components of an Android Application, parcels, and bundles.

Unit 6 (6 hours)

User Interface Architecture: Android Architecture, Contexts in Android, Intents and Intent Filters, Activity Life Cycle, Activity Stack, Fragments, and Fragments Life Cycle.

Unit 7 (6 hours)

User Interface Design: Android Layouts, Views, Spinner, Menu, Toggle Buttons, Radio Buttons, Check Boxes, Alert Box, and Toasts.

Essential/recommended readings

1. Schildt H. Java: The Complete Reference. 12th edition. McGraw-Hill Education, 2021
2. Griffiths D. & Griffiths D. Head First Android Development. O'Reilly, 2017
3. Meier R. Professional AndroidTM 4 Application Development. John Wiley & Sons, Inc., 2012

Additional Resources:

1. Horstmann, C. S. Core Java - Vol. I – Fundamentals. 12th edition. Pearson Education, 2021
2. Murphy M. L. The Busy Coder's Guide to Android Development. CommonsWare, 2018
3. Phillips B., Stewart C., Hardy B. & Marsicano K. Android Programming: The Big Nerd Ranch Guide. Big Nerd Ranch, LLC, 2015
4. Sheusi J. C. Android Application Development for Java Programmers. Cengage Learning, 2013

Suggested Practical List (If any): (30 Hours)

1. Write a function to find whether a number is prime or not. Use this function to determine the nth prime number. Read n from the user.

2. Design a class Complex having a real part (x) and an imaginary part (y). Provide methods to perform the following on complex numbers:

    a. Add two complex numbers.

b. Multiply two complex numbers.

c. toString() method to display complex numbers in the form: x + i y

3. Create a class TwoDim which contains private members as x and y coordinates in package P1. Define the default constructor, a parameterized constructor and override toString() method to display the co-ordinates. Now reuse this class and in package P2 create another class ThreeDim, adding a new dimension as z as its private member. Define the constructors for the subclass and override toString() method in the subclass also. Write appropriate methods to show dynamic method dispatch. The main() function should be in a package P.

4. Write a program to create an Applet. Create a frame as a child of an applet. Implement mouseClicked( ), mouseEntered( ) and mouseExited( ) events for the applet. Frame is visible when mouse enters applet window and hidden when mouse exits from the applet window.

5. Write a program to display a string in a frame window with pink color as background.

6. Write a program to create an Applet that has two buttons named “Red” and “Blue”. When a button is pressed, the background color of the applet is set to the color named by the button’s label.

7. Create a “Hello World” application. That will display “Hello World” in the middle of the screen in the emulator. Also display “Hello World” in the middle of the screen in the Android Phone.

8. Create an Android application with a login module. (Check username and password).

9. Create a Spinner with strings taken from resource folder (res >> value folder) and on changing the spinner value, Image will change.

10. Create a Menu with 5 options and a selected option should appear in the text box.

11. Create an application with three option buttons, on selecting a button colour of the screen will change.

12. Create an Application to display various Activity and Fragment Life Cycle Methods.

13. Create an application with 2 fragments, one to set the background and other to set the fore-color of the text.

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.