

GUJARAT TECHNOLOGICAL UNIVERSITY

Master of Computer Applications (Integrated) Year IV – (Semester-VII) (w.e.f. July 2016) Indicative Practical List

Subject Name: Mobile Programming

Subject Code: 4470611

Sr#	Practical Exercises
1	Create “Hello World” application to “Hello World” in the middle of the screen in the red color with white background.
2	Create sample application with login module.(Check username and password), validate it for login screen or alert the user with a Toast.
3	Create and validate a login application using username as Email ID else login button must remain disabled
4	Create and Login application and open a browser with any one search engine.
5	Create an application to display “Hello World” string the number of times user inputs a numeric value. (Example. If user enters 5, the next screen should print “Hello World” five times.)
6	Create spinner with strings from the resource folder (res >> value folder). On changing spinner value, change image.
7	Create an application to change screen color as per the user choice from a menu.
8	Create an application that will show List of Countries in One fragment , and on selecting one country, second fragment should be displayed with name selected country and its flag.
9	Understanding of UI : a. Create an UI such that , one fragment of screen have list of all the types of cars. b. On selecting of any car name, second fragment of screen should show Car details like : name , launched date , company name, images(using gallery) if available, show different colors in which it is available
10	Create an application that will display toast (Message) at some regular interval of time.
11	Create a background application that will open activity on specific time.
12	Create an application that will have spinner with list of animation names. On selecting animation name, that animation should effect on the images displayed below.
13	Create an UI listing the engineering branches. If user selects a branch name, display the number of semesters and subjects in each semester.

14	Use content providers and permissions by implementing read phonebook contacts with content providers and display in the list.
15	Create an application to call a phone number entered by the user the Edit Text.
16	Create an application that will create database to store user name and password.
17	Create an application to insert, update and delete a record from the database.
18	Create an application that will play a media file from the memory card.
19	Create an application to take picture using native application.
20	Read messages from the mobile and display it on the screen.
21	Create an application to send message between two emulator
22	Create an application to make Insert,update , Delete and retrieve operation on the database.
23	Understanding content providers and permissions: a. Read phone book contacts using content providers and display in list
24	Understand Menu option. a. Create an application that will change color of the screen, based on selected options from the menu