

II YEAR SEM-II B.Tech CSE	CORE	L	T	P	C
CODE:CS2203	MOBILE APPLICATION DEVELOPMENT	2	2	0	4

SYLLABUS

UNIT I (Preliminary Considerations)

This chapter starts with an introduction to what it takes to develop mobile apps. Mobile development is a hot trend right now, and many companies are jumping in, spending time developing a mobile strategy. With so many options available to develop mobile apps, this chapter discusses these options, weighing advantages and disadvantages.

Unit II (Diving into Mobile: App or Website?)

One of the most heated topics in the mobile world today is whether to design a mobile app or a mobile website, and this chapter is devoted entirely to this topic. After reading this chapter, you will have a good understanding of when you should develop a mobile app, and when a mobile website is sufficient.

Unit III (Creating Consumable Web Services for Mobile Devices)

Most mobile apps share data and need a way to persist this data to a server. In recent years, the bandwidth that mobile apps use has increased drastically. This chapter discusses how to create services that your mobile app can consume. It discusses various options on both Windows and UNIX platform stacks.

Unit IV (Mobile User Interface Design)

Mobile interfaces are a young medium, and difficult: designers work with a telescoped view of almost limitless information. The constraints of this rapidly growing context give teams the opportunity to focus and innovate as devices and best practices evolve. This chapter gives an in-depth look at mobile design patterns and usability practices.

Unit V (Getting Started with Android)

Currently Android holds the top spot in mobile device market share. Android development should be at the forefront of your mobile app strategy. This chapter discusses what it takes to get started developing apps on the Android platform. From start to finish, it provides all the resources for a developer who has never developed on the Android platform to deploy an app.

Unit VI (Getting Started with iOS)

iPhones and iPads have become the devices that many people compare other mobile devices to. Apple devices helped launch the mobile trend, but many developers are hesitant to start developing for iOS because of the tools that Apple provides. This chapter will help alleviate your worries, and provide clear examples of what it takes to develop an iOS app from start to finish and deploy to iTunes.

Unit VII (Getting Started Cordova with PhoneGap & Ionic Frameworks)

PhoneGap & Ionic Frameworks enables developers to create cross-platform mobile apps using Angular JS1.0, HTML and JavaScript. Because of this, PhoneGap & ionic are excellent solutions for developers with HTML and JavaScript experience. This chapter explores this platform in depth and what it takes to get started developing with PhoneGap

Text Books

1. Professional Mobile Application Development by Jeff McWherter, Scott Gowell Wiley india pvt.ltd 2013
2. Professional Android Application development by **Reto Meier**

Online courses references:

Course name:Developing android appsfrom **udacity.com**

Instructors: by doing sunshine project and one capstone project

1. Katherine
2. Dan Gauthan **developer advocate at Google**

Course name: ionic framework

Web link: Tutorials by codedamn

Book: <http://www.angularjsbook.com/angular-basics/chapters/>

Reference video tutorials for Angular

Web link: YouTube channels angularJS by kudvenkat

OUTCOMES:

After successful completion of the course, the learners would be able to

1. Understand importance of mobile presence
2. Will be able to design mobile applications
3. Develop Android Mobile applications
4. Develop IOS Mobile applications
5. Develop mobile apps using third-party frameworks