Name Of the Faculty :	Mr. Satyawan
Discipline:	MCA
Semester:	5th Sem
Subject:	MOBILE APPLICATIONS DEVELOPMENT
Lesson Plan Duration :	15 weeks
**Work Load (Lecture/Practical) per week (In Hours):8 hrs T+P	

Week	Topic (including assignment/test)
1	Introduction JDK & ADK
	Android Application Architecture Traditional Programming Model and Android
	Activities Intents Tasks Services
	Runtime Environment for Applications
2	Callbacks and Override in application
	Concurrency Serialization Application Signing
	Publishing your application
	API keys for Google Maps.
3	Android Framework: GUI and MVC Architecture API.
	Fragments and Multi-platform development
	Layouts Canvas Drawing Shadows Gradients;
	Applications with multiple screens
4	Unit -2 Revision
	Fragments and Multi-platform development
	Layouts Canvas Drawing Shadows Gradients
	UNIT - 3 Intro
5	Working with Eclipse and Android
	Various life cycles for applications
	Building a User Interface: Blank UI Folding and Unfolding a scalable UI
6	Making Activity Fragment Multiple layouts
	Location and Mapping: location based services Mapping Google Maps
	activity
7	Working with MapView and MapActivity
	UNIT - 4 intro
	Apple iPhone Platform
	Introduction to iPhone OS and iOS
8	UI tool kit interfaces
	UI tool kit interfaces revision
	UI tool kit interfaces practical
9	Event handling and Graphics services
	Event handling and Graphics services revision
	Layer Animation.
	Problem Taking session
10	Cross-platform development: Introduction to QT
	Platforms supported by QT
	Modules and Tools of QT
	Introduction to Unity engine for game development
11	Unit - 1 Started
	Introduction: Mobile Applications
	Infrastructure and
	Managing Resources
12	Frameworks and Tools Mobile devices Profiles.
	Mobile Software Engineering
	Application Design: Memory Management
	Work flow for apps
	Application Development Techniques for composing Applications
13	Design patterns for limited memory
	Dynamic Linking
	Characteristics and Benefits Application Model
	Revisions