AMCN-24 MOBILE APPLICATION AND SERVICES

UNIT-1 INTRODUCTION
1.1 Introduction to Mobile Computing, Introduction to Android Development Environment,
1.2 Factors in Developing Mobile Applications,
1.3 Mobile Software Engineering, Frameworks and Tools,
1.4 Generic UI Development Android User

UNIT-2 MORE ON UIS VUIS AND MOBILE APPS
2.1 Text-to-Speech Techniques, Designing the Right UI,
2.2 Multichannel and Multimodal Uis, Storing and Retrieving Data,
2.3 Synchronization and Replication of Mobile Data,
2.4 Getting the Model Right, Android Storing and Retrieving Data,
2.5 Working with a Content Provider

UNIT-3 COMMUNICATIONS VIA NETWORK AND THE WEB
3.1 State Machine, Correct Communications Model,
3.2 Android Networking and Web, Telephony Deciding Scope of an App,
3.3 Wireless Connectivity and Mobile Apps,
3.4 Android Telephony Notifications and Alarms: Performance,
3.5 Performance and Memory Management,
3.6 Android Notifications and Alarms, Graphics,
3.7 Performance and Multithreading, Graphics and UI Performance, Android Graphics

UNIT-4 PUTTING IT ALL TOGETHER PACKAGING AND DEPLOYING
4.1 Performance Best Practices, Android Field Service App,
4.2 Location Mobility and Location
4.3 Based Services Android Multimedia:
4.4 Mobile Agents and Peer-to-Peer Architecture,
4.5 Android Multimedia

UNIT-5 PLATFORMS AND ADDITIONAL ISSUES DEVELOPMENT PROCESS
5.1 Architecture, Design, Technology Selection,
5.2 Mobile App Development Hurdles,
5.3 Testing, Security and Hacking, Active Transactions,
5.4 More on Security, Hacking Android.

UNIT-6 RECENT TRENDS IN COMMUNICATION PROTOCOLS FOR IOT NODES,
6.1 Mobile computing techniques in IOT, agents based communications in IOT

References books:
1. Wei-Meng Lee, Beginning Android™ 4 Application Development, 2012 by John Wiley & Sons