

## MOBILE COMPUTING LAB

**Paper Code: ETIT-452**

**Paper: Mobile Computing Lab**

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<b>0</b>	<b>2</b>	<b>1</b>

### **List of Experiments:**

The student is advised to learn any of the following languages and use any one tool kit for generating mobile applications, such as game, Clock, calendar, Convertor, phone book, Text Editor etc.,

Language support: XHTML-MP, WML, WML Script.

Mobile application languages- XML, Voice XML, Java, J2ME, Java Card

Tool Kits: WAP Developer tool kit and application environment, Android Mobile Applications Development Tool kit.

For MANETS, use of NS2/NS3 is recommended for two experiments.

### **Reference Books:**

[R1] Donn Felker, "Android Application Development for Dummies", Wiley, 2010

[R2] Reto Meier, "Professional Android 2 Application Development", Wrox's Prog. To Programmer Series.

[R3] Ed Burnette, 'Hello, Android: Introducing Google's Mobile Development Platform' third edition' Pragmatic Programmers, 2012

[R4] Jerome (J.F) DiMarzio "Android A programmer's Guide" Tata McGraw-Hill 2010 Edition.

[R5] Reza B'Far, "Mobile computing principles: Designing and Developing Mobile Applications with UML and XML", Cambridge University press, 2005.

[R6] R.Riggs, A. Taivalsaari, M.VandenBrink, "Programming Wireless Devices with Java2 Platform, Micro Edition", ISBN: 0-201-74627-1, Addison Wesley,, 2001.

**NOTE:- At least 8 Experiments out of the list must be done in the semester.**