

**LIST OF EXPERIMENTS:**

1. General Form Design
2. Mobile browser based interactive applications
3. Applications using controls
4. Mobile networking applications (SMS/Email)
5. Applications involving data retrieval
6. Launching services in a mobile phone
7. Web portal development
8. Applications using Android SDK framework (like interactive applications, applications that make use of accelerometer sensor, video applications)
9. Applications that use the iPhone SDK framework
10. Testing the applications using emulators

**TOTAL : 45**

**LABORATORY REQUIREMENTS FOR BATCH OF 30 STUDENTS**

1. JDK environment
2. J2ME
3. Sun Java Wireless Toolkit
4. Android SDK
5. iPhone SDK