
INSTRUCTIONS FOR PRACTICAL TERM END EXAMINATIONS (Practical - TEE)

Mobile Application Development - Practical (DCA3231)

Date: FEB_MARCH 2026

Technical Contact Details: 9513850031 (For Remote Proctor)

Helpdesk Contact Details: 7996600444

Learner Manual

For

BCA Sem 6

Mobile Application Development -

Practical

(DCA3231)

SYSTEM REQUIREMENTS:

Requirement	Minimum	Recommended
OS	64-bit Microsoft Windows 8	Latest 64-bit version of Windows
RAM	8 GB RAM	16 GB RAM or more
CPU	x86_64 CPU architecture; 2nd generation Intel Core or newer, or AMD CPU with support for a Windows Hypervisor Framework.	Latest Intel Core processor
Disk space	8 GB (IDE and Android SDK and Emulator)	Solid state drive with 16 GB or more
Screen resolution	1280 x 800	1920 x 1080

STEPS

1. Login to the student portal <https://student.onlinemanipal.com> with your university email and password.

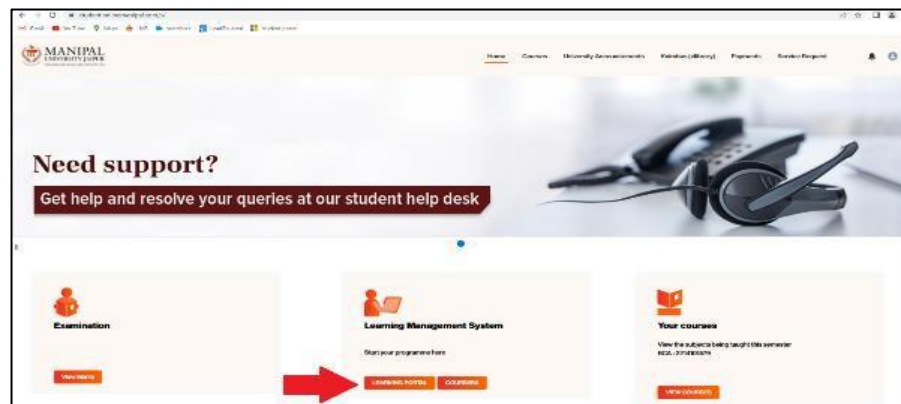


Figure 1

2. Choose **Learning Centre** to login to LMS.

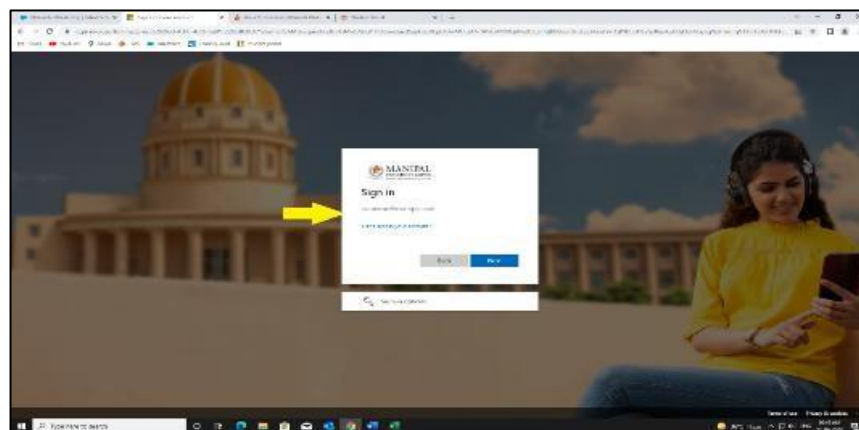


Figure 2

- Choose course tile Mobile Application Development – Practical (DCA3231) classroom.

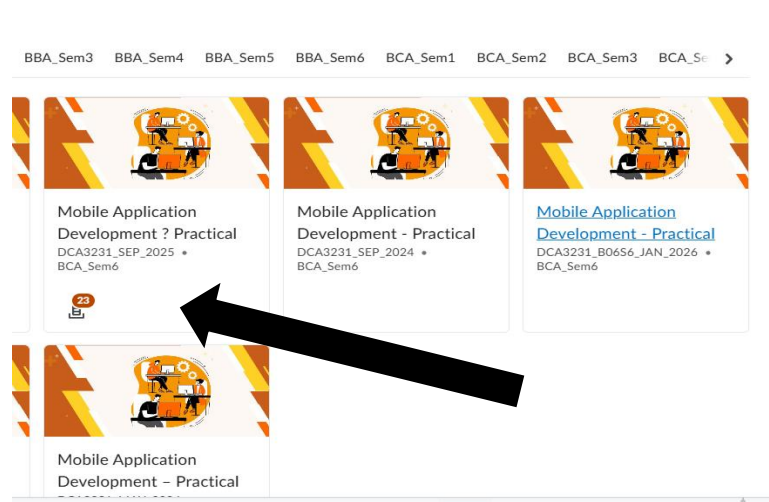


Figure 3

- Go to the **Test & Assignment** menu and click on **Assignments** sub-menu.

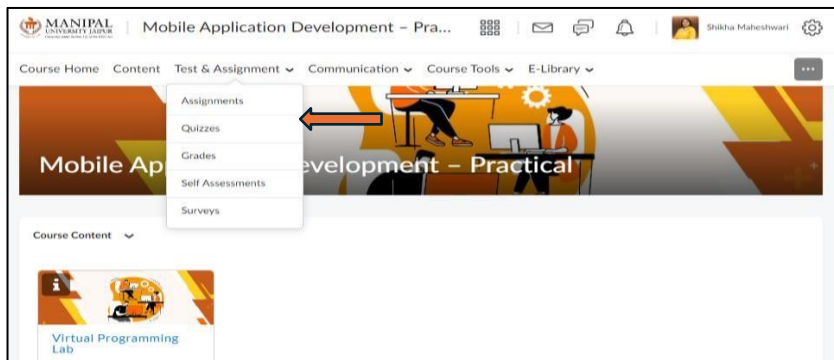


Figure 4

- Access the **Practical TEE Question Paper and Learner Manual**. Also, read the instructions before starting working on the assignment.

Assignments Help

[New Assignment](#) [Edit Categories](#) [More Actions](#)

[Bulk Edit](#)

	Assignment	New Submissions	Completed	Evaluated	Feedback Published
	No Category				
☐	DCA3231_Practical TEE - 18th May 2024 - 10 AM to 1 PM Due on 18 May 2024 1:30 PM 18 May 2024 - 18 May 2024		0/354	0/354	0/354
☐	DCA3231_Practical TEE - 18th May 2024 - 4 PM to 7 PM Due on 18 May 2024 7:30 PM 18 May 2024 - 18 May 2024		0/354	0/354	0/354
☐	DCA3231_Practical TEE - 19th May 2024 - 10 AM to 1 PM Due on 19 May 2024 1:30 PM 18 May 2024 - 18 May 2024		0/354	0/354	0/354
☐	DCA3231_Practical TEE - 19th May 2024 - 4 PM to 7 PM Due on 19 May 2024 7:30 PM 18 May 2024 - 18 May 2024		0/354	0/354	0/354

Figure 5

6. **Learners are required to Install Android Studio on their local machine using <https://developer.android.com/studio/archive>**

Follow the Steps for the Android Studio Installation:

Step A: Go to Chrome(or your preferred Browser) and paste the above mentioned link.

Step B: Click on “I agree to the terms” at bottom of the page.

14. General Legal terms

14.1 The License Agreement constitutes the whole legal agreement between you and Google and governs your use of the SDK (excluding any services which Google may provide to you under a separate written agreement), and completely replaces any prior agreements between you and Google in relation to the SDK. 14.2 You agree that if Google does not exercise or enforce any legal right or remedy which is contained in the License Agreement (or which Google has the benefit of under any applicable law), this will not be taken to be a formal waiver of Google's rights and that those rights or remedies will still be available to Google. 14.3 If any court of law, having the jurisdiction to decide on this matter, rules that any provision of the License Agreement is invalid, then that provision will be removed from the License Agreement without affecting the rest of the License Agreement. The remaining provisions of the License Agreement will continue to be valid and enforceable. 14.4 You acknowledge and agree that each member of the group of companies of which Google is the parent shall be third party beneficiaries to the License Agreement and that such other companies shall be entitled to directly enforce, and rely upon, any provision of the License Agreement that confers a benefit on (or rights in favor of) them. Other than this, no other person or company shall be third party beneficiaries to the License Agreement. 14.5 EXPORT RESTRICTIONS. THE SDK IS SUBJECT TO UNITED STATES EXPORT LAWS AND REGULATIONS. YOU MUST COMPLY WITH ALL DOMESTIC AND INTERNATIONAL EXPORT LAWS AND REGULATIONS THAT APPLY TO THE SDK. THESE LAWS INCLUDE RESTRICTIONS ON DESTINATIONS, END USERS AND END USE. 14.6 The rights granted in the License Agreement may not be assigned or transferred by either you or Google without the prior written approval of the other party. Neither you nor Google shall be permitted to delegate their responsibilities or obligations under the License Agreement without the prior written approval of the other party. 14.7 The License Agreement, and your relationship with Google under the License Agreement, shall be governed by the laws of the State of California without regard to its conflict of laws provisions. You and Google agree to submit to the exclusive jurisdiction of the courts located within the county of Santa Clara, California to resolve any legal matter arising from the License Agreement. Notwithstanding this, you agree that Google shall still be allowed to apply for injunctive remedies (or an equivalent type of urgent legal relief) in any jurisdiction. July 27, 2021

I agree to the terms

Figure 6

Step C: Search for “Android Studio Giraffe”

Android Studio Hedgehog | 2023.1.1 November 30, 2023

Android Studio Iguana | 2023.2.1 Canary 15 November 28, 2023

Android Studio Iguana | 2023.2.1 Canary 14 November 16, 2023

Android Studio Giraffe | 2022.3.1 Patch 4 November 16, 2023

Android Studio Iguana | 2023.2.1 Canary 13 November 9, 2023

Android Studio Hedgehog | 2023.1.1 RC 3 November 9, 2023

Android Studio Giraffe | 2022.3.1 Patch 3 November 7, 2023

Android Studio Iguana | 2023.2.1 Canary 12 November 2, 2023

Android Studio Hedgehog | 2023.1.1 RC 2 October 30, 2023

Android Studio Iguana | 2023.2.1 Canary 11 October 26, 2023

Android Studio Iguana | 2023.2.1 Canary 10 October 23, 2023

Figure 7

Step D: You can download any version of Giraffe.

Step E: Go to your Downloads Folder and double click on the downloaded file

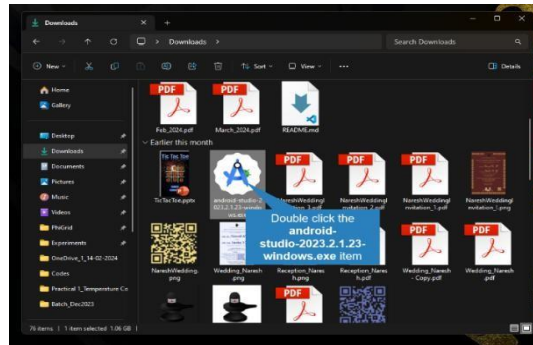


Figure 8

Step F: Follow the installation window, to finish installation.

7. Create a new folder named “DCA3231IA” on your desktop, and then create 5 folders inside it, namely, Practical 1, Practical 2, Practical 3, Practical 4 & Practical 5. The folder should look like as follows:

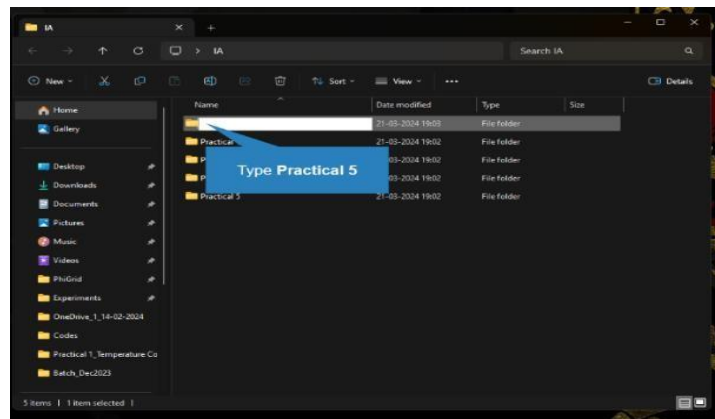


Figure 9

8. Open Android Studio by clicking on the icon:

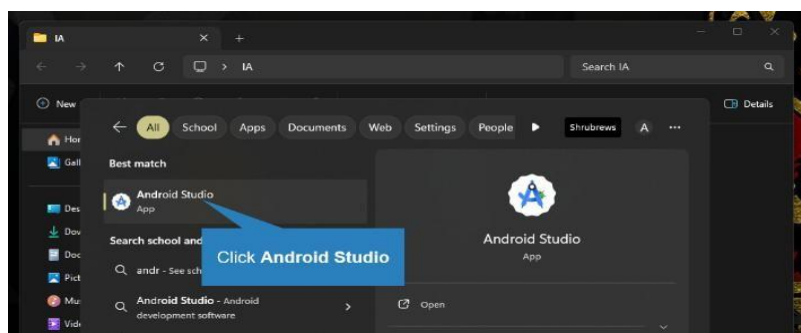


Figure 10

9. Click on “New Project” for starting a new project.

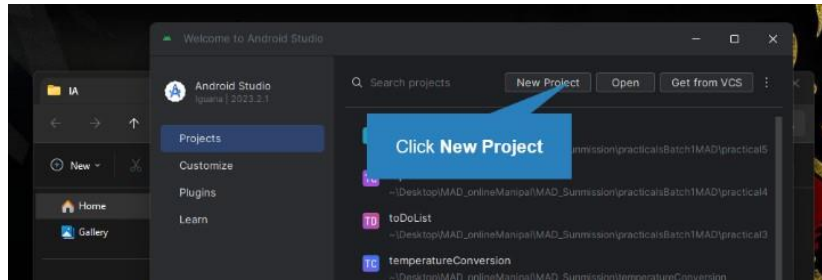


Figure 11

10. Click on “Empty Activity”

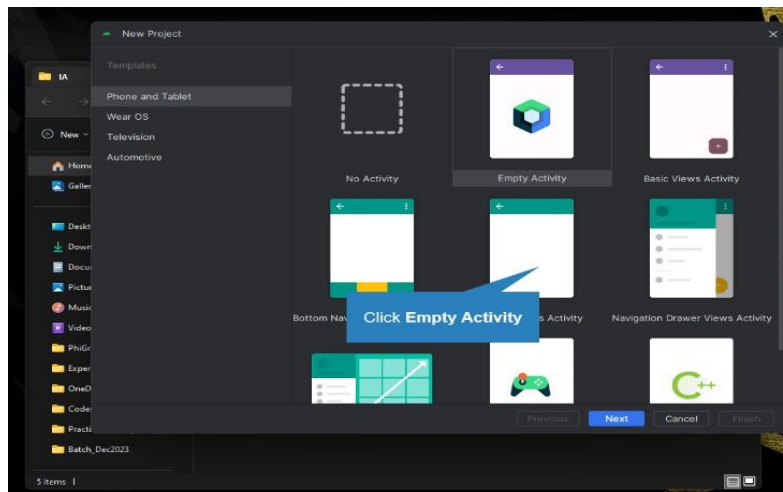


Figure 12

11. Click on “Next” to proceed further.

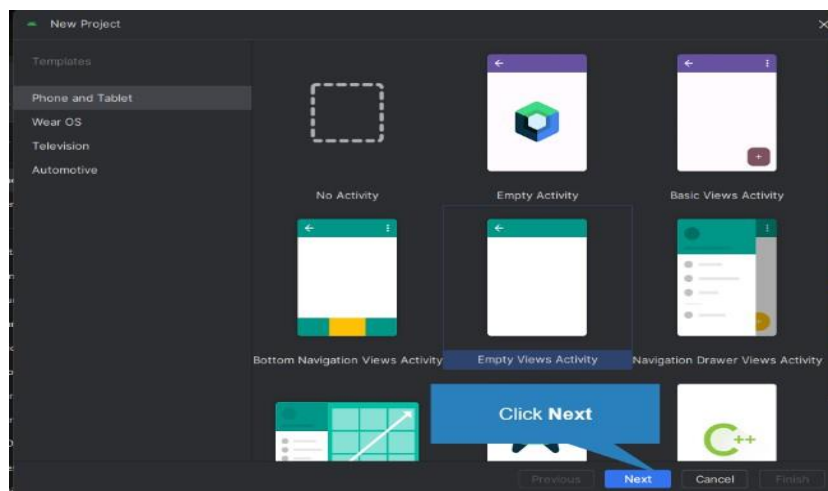


Figure 13

12. Provide “Name” for the new empty activity.

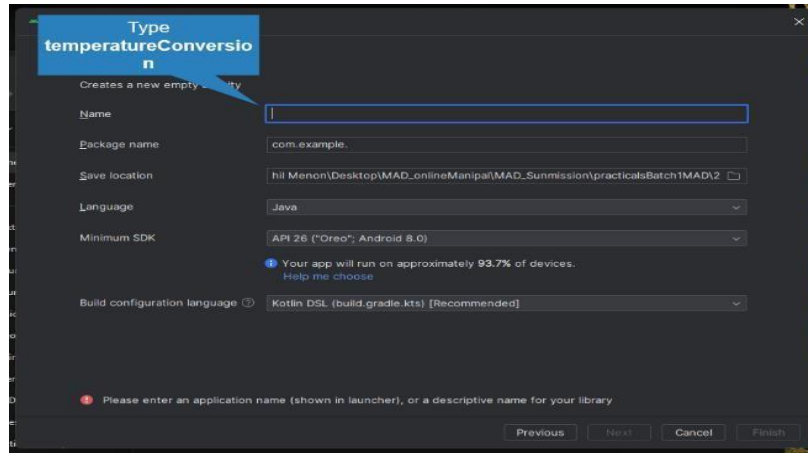


Figure 14

13. To specify the “Save” location, click on the folder icon and select the path according to the Question Number:

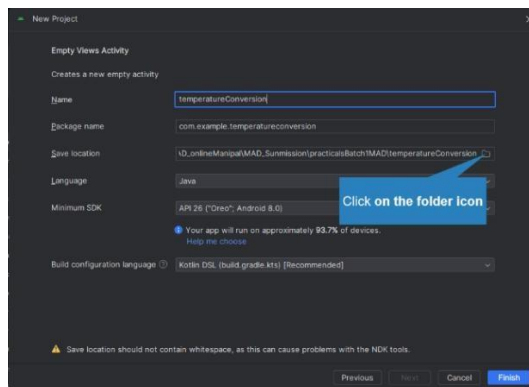


Figure 15 a

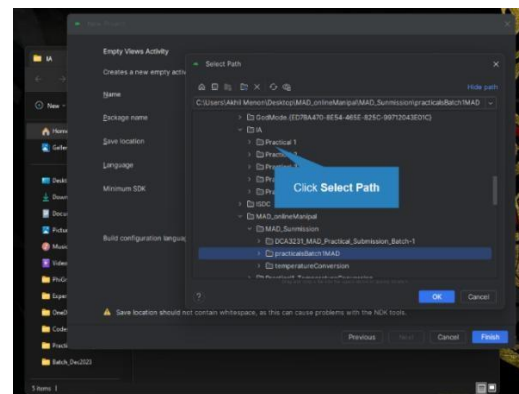


Figure 16 b

14. Click on “Finish” to complete the new empty activity setup.

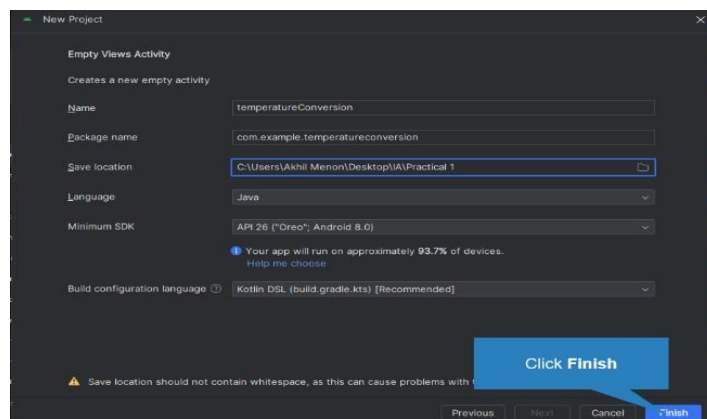


Figure 17

15. The screen will look like as follows

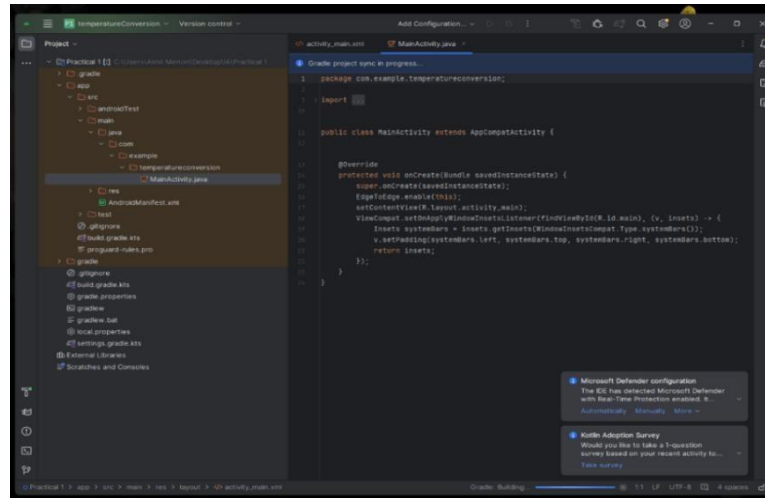


Figure 18

16. Go to activity_main.xml, and write the UI Code

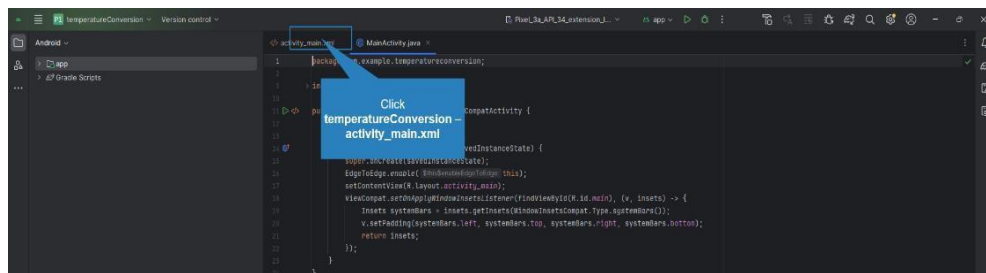


Figure 19

17. Click the icon with XML and UI

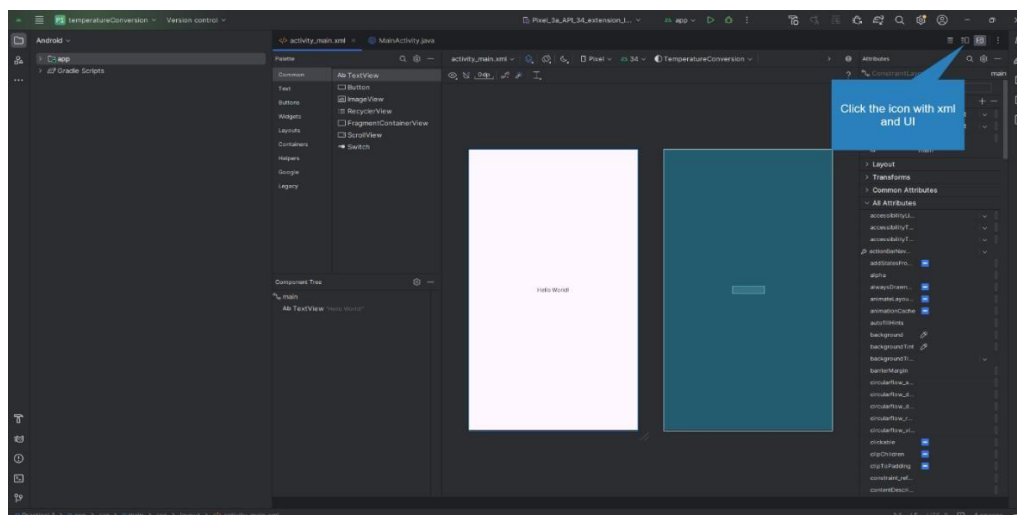


Figure 20

18. Write the XML Code for UI

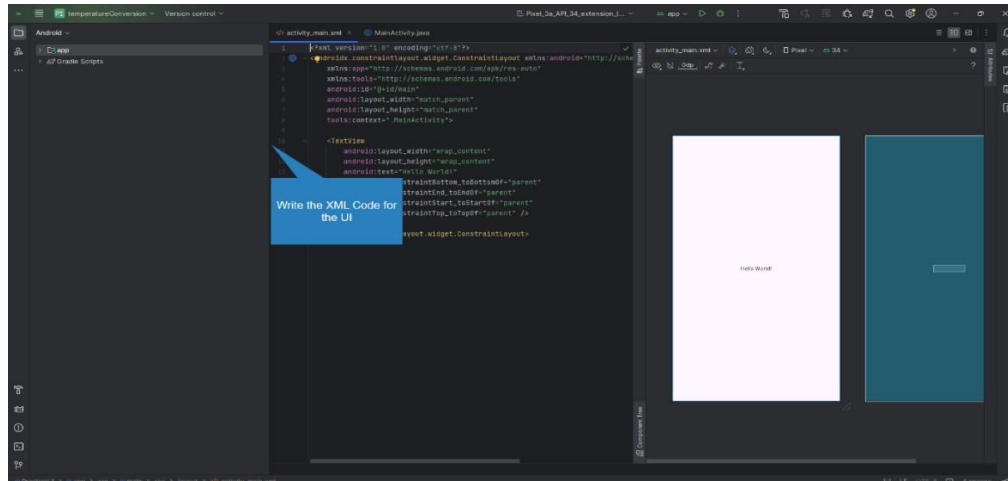


Figure 21

19. Go to MainActivity.java

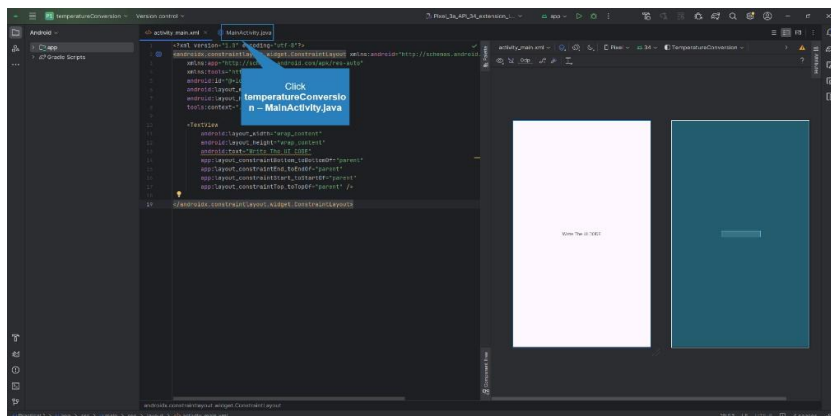


Figure 22

20. Write the logic of the code

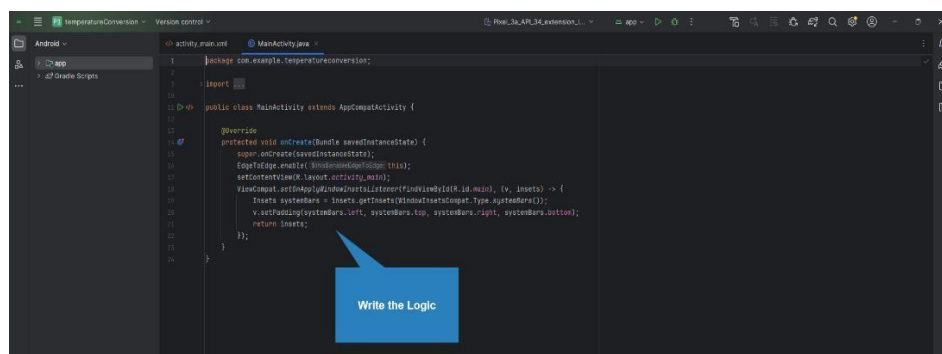


Figure 23

21. Run the application.

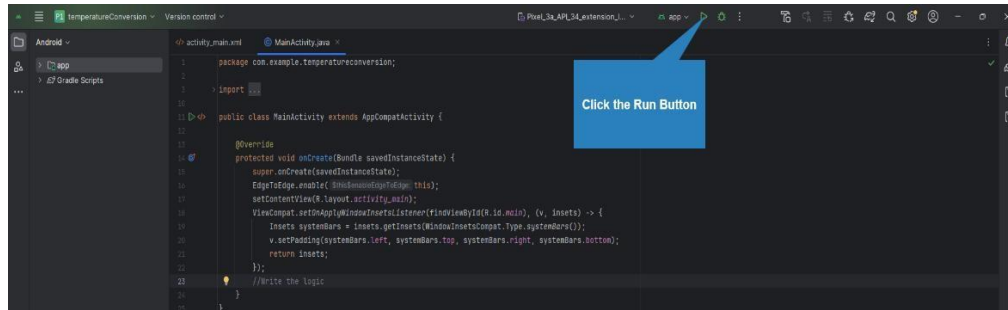


Figure 24

22. The run will look as follows:

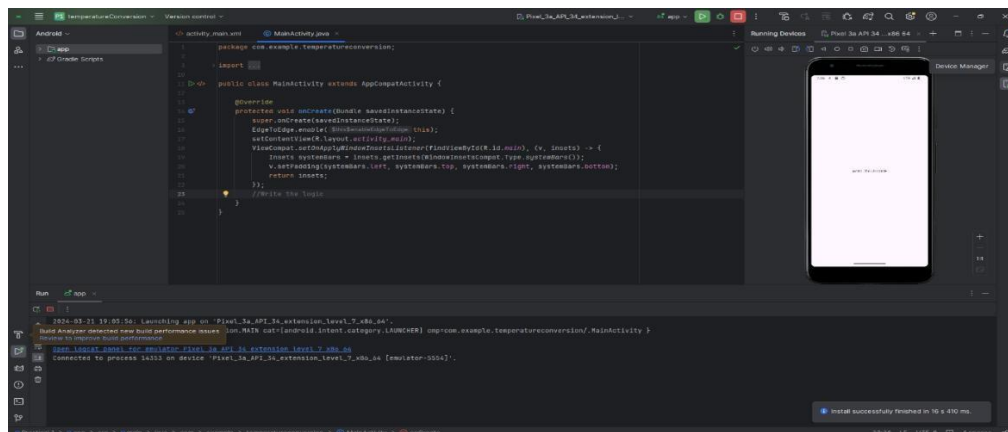


Figure 25

23. Repeat steps 9 to 22 for the other Practical QPs.

24. Once All Practical is done, zip the entire folder, and rename the zipped folder to: IA_RollNumber

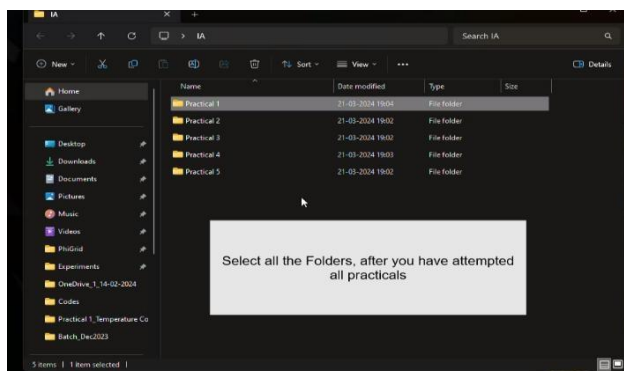


Figure 26 a

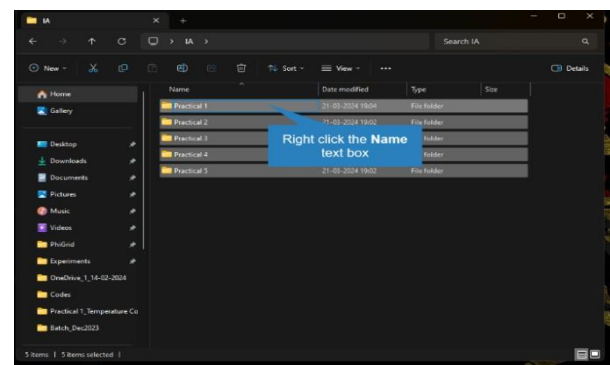


Figure 27 b

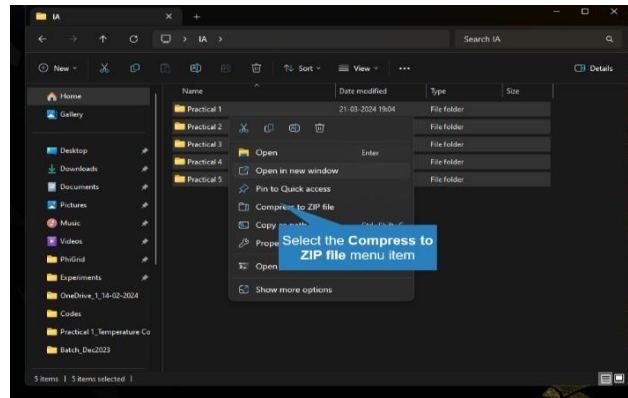


Figure 28

25. Submit the zip file as assignment in the LMS.



Figure 29

26. After uploading your zipped file you will get the submission Id.,

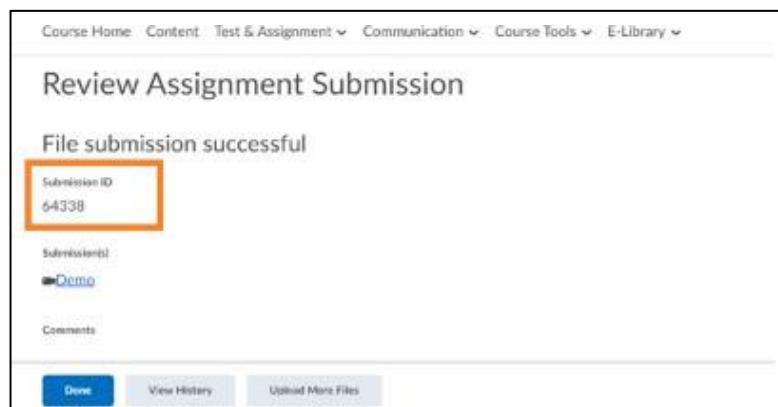


Figure 30

We wish the best to you for your assessment.

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