

## BCA-6-01P-EC-C3: Introduction to Windows Mobile and IOS Lab

Total Marks: 50  
External Marks: 35  
Internal Marks: 15  
Credits: 2  
Pass Percentage: 40%

<b>Course: Introduction to Windows Mobile and IOS Lab</b>	
<b>Course Code: BCA-6-01P-EC-C3</b>	
<b>Course Outcomes (COs)</b> After the completion of this course, the students will be able to:	
CO1	Attain proficiency in developing mobile applications for both Windows Mobile and iOS platforms, demonstrating the ability to use respective development environments, tools, and programming languages effectively.
CO2	Develop advanced skills in designing user interfaces (UI) for Windows Mobile and iOS applications, adhering to platform-specific design guidelines and creating visually appealing and intuitive user experiences.
CO3	Gain the ability to design and implement applications that run seamlessly on both Windows Mobile and iOS platforms, exploring approaches such as platform-specific development and cross-platform frameworks.
CO4	Learn to integrate and utilize various platform-specific features and functionalities, such as utilizing Windows Mobile and iOS APIs for device-specific capabilities like camera, location services, and notifications.
CO5	Understand the process of deploying mobile applications on the respective app stores (Microsoft Store and Apple App Store), including app submission, review processes, and compliance with store guidelines for both Windows Mobile and iOS.

### Detailed List of Programs:

Programme No.	Name of Program
P1	Create a Windows Mobile app that displays a "Hello, Windows!" message.
P2	Develop an app with multiple pages and demonstrate navigation between them using different navigation controls.
P3	Implement a Windows Mobile app that stores and retrieves data using local storage options, such as SQLite or file storage.
P4	Create an app that utilizes the device's camera to capture photos and display them within the application.
P5	Implement a Windows Mobile app that utilizes location services to display the user's current location on a map.
P6	Develop an iOS app that displays a "Hello, iOS!" message.

P7	Create an app with a table view to display a list of items and demonstrate the delegation pattern for handling interactions.
P8	Implement an iOS app that uses Core Data for persistent storage, allowing users to add, edit, and delete records.
P9	Create an app that allows users to access the device's photo library and select images for display within the application.
P10	Develop an iOS app that utilizes MapKit to display a map with specific locations marked.
P11	Create a cross-platform app using a framework like Xamarin or Flutter, ensuring a responsive design that adapts to different screen sizes.
P12	Implement push notifications in both a Windows Mobile and an iOS app, demonstrating the ability to notify users of events or updates.
P13	Develop a cross-platform app that synchronizes data between the Windows Mobile and iOS versions, ensuring consistency.
P14	Implement offline functionality in both Windows Mobile and iOS apps, allowing users to use certain features without an internet connection.
P15	Create a cross-platform app with in-app purchase functionality, demonstrating the process of integrating and testing purchases.
P16	Explore AR features in both Windows Mobile and iOS apps, implementing a simple AR experience.
P17	Implement biometric authentication (fingerprint or face recognition) in both platforms, enhancing app security.
P18	Enhance the accessibility of your apps by implementing features like VoiceOver (iOS) or Narrator (Windows Mobile).
P19	Create custom animations within your apps to enhance the user interface and overall user experience.
P20	Implement integration with cloud services such as Azure or Firebase in both Windows Mobile and iOS apps, showcasing data synchronization and storage in the cloud.