East West University

Faculty of

Electronics and Communication Engineering

Shanta Properties- An Android Application &

Pride and Prejudice- An EBook Application.

B.Sc Project on Electronics & Telecommunication Engineering

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**Supervisor's Statement**

Hereby I confirm that the present project was prepared under my supervision and that it fulfills all the requirements for the Bachelor degree of Electronics & Telecommunication Engineering.

24.08.14

Date

Supervisor's Signature
Acknowledgement

First we would like to express our sincere gratitude to Allah that we could complete our project. Then we are externally grateful to parents for their constant support through put our academic work.

We are extremely fortunate towards my supervisor Mustafa Mahmud Hussain for helping us throughout the project. He helped us in every possible way for completing our project.

We are also thanks to our classmates for inspiring us and helping us to choose mobile apps as a project.

We are also thanks to Pial and Raqeeb for helping us to complete our project.
Abstract

The concept “mobile applications” has become very central lately and has indeed turned into a great impact on our everyday life. The fact that almost every mobile phone is capable of much more than only making a phone call is one of the reasons that mobile applications have become both more interesting and common. This bachelor thesis has the purpose to investigate OS version from Ice-cream sandwich 4.0 onwards. More in detail the project goal is to examine opens up for new possibilities for the developer to create applications responding to the concept “the next generation of mobile applications”. A general presentation and discussion about the concept “android mobile applications” is included in the paper and also a practical part where such an application is implemented. This practical part describes both how programming is done and how programming is done on android applications in general. The application is a real life project which is released on the App Store after the project is done. The application is design in such a way that provides mass people with a platform for instant and a possible future for mobile applications is discussed during the paper.
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Chapter 1

Introduction

The concept “mobile applications” has become very central lately and has indeed turned into a great impact on our everyday life. Almost everyone has some kind of mobile device like a mobile phone or smart phone and to use it in the everyday life is understood. The way we are using our mobile devices have changed and the expectations on those devices have increased. To summarize one can say that the needs and requests from the users' are quite different compared to the situation a few years ago. Today when using a mobile device we more or less are taking for granted, that such a device is able to both enter the Internet and run applications like e-mail programs or text editors. One can assert that the mobile phone has become a mobile multimedia device, letting the user to do almost everything possible on a desktop. Not only have the devices been changing regarding the hardware, but also the development of software and applications for mobile devices have gone through a change. Therefore the concept mobile applications including development and the possibilities of using mobile devices in everyday life situations, is very interesting and topical. Android has been with us in one form or another for more than six years. During that time, we've seen an absolutely breathtaking rate of change unlike any other development cycle that has ever existed. When it came time for Google to dive in to the smartphone wars, the company took its rapid-iteration, Web-style update cycle and applied it to an operating system, and the result has been an onslaught of continual improvement. Lately, Android has even been running on a previously unheard of six-month development cycle, and that's slower than it used to be. For the first year of Android's commercial existence, Google was putting out a new version every two-and-a-half months.
Chapter 2

2.1 History

Android, Inc. was founded in Palo Alto, California in October 2003 by Andy Rubin (co-founder of Danger), Rich Miner (co-founder of Wildfire Communications, Inc.), Nick Sears (once VP at T-Mobile), and Chris White (headed design and interface development at WebTV) to develop, in Rubin's words "smarter mobile devices that are more aware of its owner's location and preferences". The early intentions of the company were to develop an advanced operating system for digital cameras, when it was realized that the market for the devices was not large enough, and diverted their efforts to producing a smart phone operating system to rival those of Symbian and Windows Mobile. Despite the past accomplishments of the founders and early employees, Android Inc. operated secretly, revealing only that it was working on software for mobile phones. That same year, Rubin ran out of money. Steve Perlman, a close friend of Rubin, brought him $10,000 in cash in an envelope and refused a stake in the company.

Google acquired Android Inc. on August 17, 2005; key employees of Android Inc., including Rubin, Miner, and White, stayed at the company after the acquisition. Not much was known about Android Inc. at the time, but many assumed that Google was planning to enter the mobile phone market with this move. At Google, the team led by Rubin developed a mobile device platform powered by the Linux kernel. Google marketed the platform to handset makers and carriers on the promise of providing a flexible, upgradable system. Google had lined up a series of hardware component and software partners and signaled to carriers that it was open to various degrees of cooperation on their part.

Speculation about Google's intention to enter the mobile communications market continued to build through December 2006. The unveiling of the iPhone, a touchscreen-based phone by Apple, on January 9, 2007 had a disruptive effect on the development of Android. At the time, a prototype device codenamed "Sooner" had a closer resemblance to a BlackBerry phone, with no touchscreen, and a physical, QWERTY keyboard. Work immediately began on re-engineering the OS and its prototypes to combine traits of their own designs with an overall experience designed to compete with the iPhone. In September 2007, InformationWeek covered an Evalueserve study reporting that Google had filed several patent applications in the area of mobile telephony.

On November 5, 2007, the Open Handset Alliance, a consortium of technology companies including Google, device manufacturers such as HTC, Sony and Samsung, wireless carriers such as Sprint Nextel and T-Mobile, and chipset makers such as Qualcomm and Texas Instruments, unveiled itself, with a goal to develop open
standards for mobile devices. That day, Android was unveiled as its first product, a mobile device platform built on the Linux kernel version 2.6. The first commercially available smart phone running Android was the HTC Dream, released on October 22, 2008.

In 2010, Google launched its Nexus series of devices—a line of Smartphone’s and tablets running Android operating system, and built by a manufacturing partner. HTC collaborated with Google to release the first Nexus Smartphone, the Nexus One. The series has since been updated with newer devices, such as the Nexus 5 phone and Nexus 7 tablet, made by LG and Asus respectively. Google releases the Nexus phones and tablets to act as their flagship Android devices, demonstrating Android’s latest software and hardware features. On March 13, 2013, it was announced by Larry Page in a blog post that Andy Rubin had moved from the Android division to take on new projects at Google. He was replaced by Sundar Pichai, who also continues his role as the head of Google’s Chrome division, which develops Chrome OS.

Since 2008, Android has seen numerous updates which have incrementally improved the operating system, adding new features and fixing bugs in previous releases. Each major release is named in alphabetical order after a dessert or sugary treat; for example, version 1.5 Cupcake was followed by 1.6 Donut. The latest released version is 4.4.2 KitKat, which was released on December 9, 2013.
Android was Andy Rubin's nickname because of his fascination with robots.
**2010**

**GOOGLE NEXUS ONE LAUNCHES**
- Very few units sold—only 80,000 in first month
- Sold exclusively online
- Poor connectivity
- Poor customer support
- Only available with 3G Connectivity through T-Mobile

**June, 2010**

**ANDROID 2.2 FROYO**
- Significantly faster due to the Just-In-Time Compiler
- Supported Adobe Flash and Data tethering

**Q3 2010**

**ANDROID SURPASSED APPLE IOS FOR MARKET SHARE IN THE USA**
- Largely due to the success of the Samsung Galaxy S and HTC EVO 4G

**December, 2010**

**ANDROID 2.3 GINGERBREAD**
- Improved 3D graphics and faster
- Near Field Communication enables devices to share data without pairing or contact similar to NFC
- A can be implemented to create digital credit cards or digital keys

**Google Nexus S**
- More successful than Nexus One
- Sold over 401,000 units in its first quarter after release

**February, 2011**

**ANDROID 3.0 HONEYCOMB**
- Developed specifically for tablets, but had little success
- Greatly improved 3D rendering and hardware acceleration

**May, 2011**

**ANDROID 4.0 ICE CREAM SANDWICH**
- Relaxed version of Honeycomb
- Optimized its features for tablet devices

**Android Overtook BlackBerry in US Market Share in 2011**

**July, 2012**

**ANDROID 4.1 JELLY BEAN**
- Multiple-user support
- Actionable notifications
- Quick settings in the notification bar
- PhotonShare
- Google Now
- Lock Screen Widgets

**March, 2013**

**SUNDAR PICHAI TAKES OVER LEADERSHIP OF ANDROID AT GOOGLE**
- Andy Rubin moves on to new projects at Google
- Pichai also leads up Google Chrome and the Chrome OS

**2012**

**GALAXY S III LAUNCHED**
- Top-selling smartphone behind iPhone

**Today Android Phones Hold 75% of the Market with 162 Million Units Sold in the First Quarter of 2013**

**What's next for Android?**
2.2 Interface

Android's user interface is based on direct manipulation, using touch inputs that loosely correspond to real-world actions, like swiping, tapping, pinching, and reverse pinching to manipulate on-screen objects. The response to user input is designed to be immediate and provides a fluid touch interface, often using the vibration capabilities of the device to provide haptic feedback to the user. Internal hardware such as accelerometers, gyroscopes and proximity sensors are used by some applications to respond to additional user actions, for example adjusting the screen from portrait to landscape depending on how the device is oriented, or allowing the user to steer a vehicle in a racing game by rotating the device, simulating control of a steering wheel.

Android devices boot to the home screen, the primary navigation and information point on the device, which is similar to the desktop found on PCs. Android homescreens are typically made up of app icons and widgets; app icons launch the associated app, whereas widgets display live, auto-updating content such as the weather forecast, the user's email inbox, or a news ticker directly on the homescreen. A homescreen may be made up of several pages that the user can swipe back and forth between, though Android's homescreen interface is heavily customisable, allowing the user to adjust the look and feel of the device to their tastes. Third-party apps available on Google Play and other app stores can extensively re-theme the homescreen, and even mimic the look of other operating systems, such as Windows Phone. Most manufacturers, and some wireless carriers, customise the look and feel of their Android devices to differentiate themselves from their competitors.

Present along the top of the screen is a status bar, showing information about the device and its connectivity. This status bar can be "pulled" down to reveal a notification screen where apps display important information or updates, such as a newly received email or SMS text, in a way that does not immediately interrupt or inconvenience the user. Notifications are persistent until read (by tapping, which opens the relevant app) or dismissed by sliding it off the screen. Beginning on Android 4.1, "expanded notifications" can display expanded details or additional functionality; for instance, a music player can display playback controls, and a "missed call" notification provides buttons for calling back or sending the caller an SMS message.

Android provides the ability to run applications which change the default launcher and hence the appearance and externally visible behavior of Android. These
appearance changes include a multi-page dock or no dock, and many more changes to fundamental features of the user interface.

2.3 Applications

Android has a growing selection of third party applications, which can be acquired by users either through an app store such as Google Play or the Amazon Appstore, or by downloading and installing the application's APK file from a third-party site. Google Play Store allows users to browse, download and update applications published by Google and third-party developers, and the Play Store client application is pre-installed on devices that comply with Google's compatibility requirements and license the Google Mobile Services software. The client application filters the list of available applications down to those compatible with the user's device, and developers may restrict their applications to particular carriers or countries for business reasons. Purchases of unwanted applications can be refunded within 15 minutes of the time of download, and some carriers offer direct carrier billing for Google Play application purchases, where the cost of the application is added to the user's monthly bill.

As of July 2013, there are more than one million applications available for Android in Play Store. As of May 2013, 48 billion apps have been installed from Google Play store.

Applications ("apps"), that extend the functionality of devices, are developed primarily in the Java programming language using the Android software development kit (SDK). The SDK includes a comprehensive set of development tools, including a debugger, software libraries, a handset emulator based on QEMU, documentation, sample code, and tutorials. The officially supported integrated development environment (IDE) is Eclipse using the Android Development Tools (ADT) plug-in. Other development tools are available, including a Native Development Kit for applications or extensions in C or C++, Google App Inventor, a visual environment for novice programmers, and various cross platform mobile web applications frameworks.

It was announced in January 2014 that Chrome HTML5 web applications should become available, using a compatibility layer from the open source Apache Cordova framework to allow such applications to be wrapped in a native application shell, enabling their distribution over Google Play.
2.4 ANDROID SMARTPHONE PLATFORM

Based on the Android platform software system structure, Android phone is a standard Smartphone. The so-called Smartphone, refers to "the same as personal computers, with separate operating system, installed by the user software, games and other third-party service provider process, through such programs to continue to expand the functionality of the phone, and can be achieved through the mobile communication network to access the wireless network, so that the general term for a class of mobile phone.

Android is designed specifically for mobile terminal software platform and its software architecture from the bottom is divided into four levels, as shown in Figure 1:
Chapter 3

3.1 Revolution in Mobile Experience

Once upon a time the only technological device that required an operating system was a personal computer; then with the arrival of smartphones things changed. Initially it was just one or two high-end mobile phones that ran on operating systems, but with the success of these particular models more and more models started using smartphone operating systems. One smartphone operating system that has truly revolutionized the whole idea of a mobile phone is Android.

Versions of Android OS

- Android Beta and Android 1.0 (September 23, 2008)
- Android Cupcake 1.5 (April 30, 2009)
- Android Donut 1.6 (September 15, 2009)
- Android Éclair 2.0/2.1 (October 26, 2009)
- Android Froyo 2.2 (May 20, 2010)
- Android Gingerbread 2.3 (Dec 6, 2010)
- Android Honeycomb 3.0 (February 22, 2011)
- Android Ice Cream Sandwich (ICS) 4.0 (November 14, 2011)
- Android Jelly Bean 4.1-4.3 (June 27, 2012)
- Android KitKat 4.4 (September 3, 2013)

Fig 1.1: Android revolution from version Cupcake 1.5 to Kitkat 4.4

One Smartphone operating system that has truly revolutionized the whole idea of a mobile phone is Android. After the initial success of Android run phones by HTC (Dream), more and more Smartphone manufacturers joined the android project and
member of the Open Handset Alliance (OHA) is increased. This resulted in Android becoming the most widely used Smartphone in the market.

The open source and licensing nature of Android allows the developers and device manufacturers to modify the software according to their needs. As a result of this constant development and innovation, Android has been adapted to work on technological devices other than smart phones. Android phones are much more cost effective than its rivals and offer a more stimulating and fulfilling user experience makes Android a preferred choice for many users.

Worldwide Mobile Phone Sales Grew 3.6 Percent in Second Quarter of 2013

Worldwide mobile phone sales to end users totaled 435 million units in the second quarter of 2013, an increase of 3.6 percent from the same period last year, according to Gartner, Inc. Worldwide smartphone sales to end users reached 225 million units, up 46.5 percent from the second quarter of 2012. Sales of feature phones to end users totaled 210 million units and declined 21 percent year-over-year.

"Smartphones accounted for 51.8 percent of mobile phone sales in the second quarter of 2013, resulting in smartphone sales surpassing feature phone sales for the first time," said Anshul Gupta, principal research analyst at Gartner.

Asia/Pacific, Latin America and Eastern Europe exhibited the highest smartphone growth rates of 74.1 percent, 55.7 percent and 31.6 percent respectively, as smartphone sales grew in all regions.

Worldwide Smartphone Sales to End Users by Operating System in 2013 (Thousands of Units)

<table>
<thead>
<tr>
<th>Operating System</th>
<th>2013 Market Units</th>
<th>Share (%)</th>
<th>2012 Market Units</th>
<th>Share (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Android</td>
<td>758,719.9</td>
<td>78.4</td>
<td>451,621.0</td>
<td>66.4</td>
</tr>
<tr>
<td>iOS</td>
<td>150,785.9</td>
<td>15.6</td>
<td>130,133.2</td>
<td>19.1</td>
</tr>
<tr>
<td>Microsoft</td>
<td>30,842.9</td>
<td>3.2</td>
<td>16,940.7</td>
<td>2.5</td>
</tr>
<tr>
<td>BlackBerry</td>
<td>18,605.9</td>
<td>1.9</td>
<td>34,210.3</td>
<td>5.0</td>
</tr>
<tr>
<td>Other OS</td>
<td>8,821.2</td>
<td>0.9</td>
<td>47,203.0</td>
<td>6.9</td>
</tr>
<tr>
<td>Total</td>
<td>967,775.8</td>
<td>100.0</td>
<td>680,108.2</td>
<td>100.0</td>
</tr>
</tbody>
</table>

Table 1.1 worldwide Smartphone sales by operating system, Source: Gartner (February 2014) [http://www.gartner.com/newsroom/id/2665715]
3.2 Platform usage

Naturally, android itself is not a single operating system. It comes in many versions with new major updates being released every half year or even more frequently. The most up-to-date chart (figure 1.2) from android Developer [AND] web site shows a distribution of android versions.

The table below provides a breakdown of Android versions, based on devices accessing Play Store as of April 1, 2014.

<table>
<thead>
<tr>
<th>Version</th>
<th>Code name</th>
<th>Release date</th>
<th>API level</th>
<th>Distribution</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.4</td>
<td>KitKat</td>
<td>October 31, 2013</td>
<td>19</td>
<td>5.3%</td>
</tr>
<tr>
<td>4.3.x</td>
<td></td>
<td>July 24, 2013</td>
<td>18</td>
<td>8.9%</td>
</tr>
<tr>
<td>4.2.x</td>
<td>Jelly Bean</td>
<td>November 13, 2012</td>
<td>17</td>
<td>18.1%</td>
</tr>
<tr>
<td>4.1.x</td>
<td></td>
<td>July 9, 2012</td>
<td>16</td>
<td>34.4%</td>
</tr>
<tr>
<td>4.0.3–4.0.4</td>
<td>Ice Cream Sandwich</td>
<td>December 16, 2011</td>
<td>15</td>
<td>14.3%</td>
</tr>
<tr>
<td>3.2</td>
<td>Honeycomb</td>
<td>July 15, 2011</td>
<td>13</td>
<td>0.1%</td>
</tr>
<tr>
<td>2.3.3–2.3.7</td>
<td>Gingerbread</td>
<td>February 9, 2011</td>
<td>10</td>
<td>17.8%</td>
</tr>
<tr>
<td>2.2</td>
<td>Froyo</td>
<td>May 20, 2010</td>
<td>8</td>
<td>1.1%</td>
</tr>
</tbody>
</table>
The operating system is the basis of Smartphone platform, which provides process scheduling, task manager, file systems, network protocols and the phone peripherals such as keyboards, LCD, Bluetooth, WiFi and other equipment management. The choice of operating systems has a direct relationship between product stability, cost, and development prospects. The mainstream of the current Smartphone market, the operating system are the Windows Mobile, Symbian, IPhone, Android. Windows Mobile is a famous Microsoft designed for intelligent Mobile terminal development in the operating system, due to the Windows operating system used for, the user easy to get started, and compatible PC swing many file format. The defect is that the system is relatively high share of resources, easy to collapse, and Microsoft needs to develop products commission, while the operating system's user interface is relatively obscure, bad user experience. Symbian is currently the largest market share of Smartphone operating system, mainly due to the amount of NOKIA large market share of products, NOKIA symbian Smartphone operating system mainly used. The operating system applies to the operation with the keyboard. The defect is that the mainstream media format support is poor; development requires authorization; With the prevalence of
large-screen touch keyboard, the system is still in the keyboard operation mode of operation.

Apple's IPhone leads the current trend of Smartphones: cool visual effects, convenient user has and the faster speed of response. But unfortunately not opening to the outside world is a private system. Android system achieved the completely open to the user, anyone, any units can download the free code for development and design of mobile devices with its own mobile terminal. At the same time, this system of UI design also accords with current trends. Motorola, Samsung, LG Sony Ericsson and other large manufacturers have followed suit, using the system to develop their own intelligence products. Based on Android development, no matter from the technical (developers have the system all the code) or from the development costs on the (no royalties), we will not be controlled by others, it has been more and more manufacturers and developers welcome.
Chapter 4

Android Architecture

**Linux Kernel** lies on the bottom of the Android Architecture and acts as an abstraction layer between the hardware and the rest of the stack. The kernel provides drivers for the different parts of the mobile phone, as well as handling the power management. Also, security, memory management, process management and network stack are handled by the Linux kernel.

**Libraries** provides a set of C/C++ libraries which are used by various components of the Android system. The Media Framework libraries are used to store and playback video as well as images. *SQLite* is a lightweight relationship database available for all applications. SGL are the underlying 2D graphics engine, while the 3D libraries are based on an *OpenGL ES* implementation. *LibWebCore* is a web browser engine.

All of these libraries and their capabilities are available for the developer through the Android application framework.

**Android Runtime** includes core libraries and the Dalvik VM, [31]. The core libraries provide most of the basic functionality available in the core libraries of the Java programming language. The Dalvik VM is written as to reduce memory footprint and enable a device to run multiple VM's effectively.
The Application Framework architecture allows for reuse of components. Any application can make use of the capabilities of a component and also publish its own capabilities. Every application has underlying components, including:

- **Views** consisting of i.e buttons, lists, text boxes and a web browser, all used to build an application.

- **An Activity Manager** that controls navigation and manages the life cycle of an application.

- **A Notification Manager** that enables all applications to have notifications displayed as alerts in the status bar.

- **A Resource Manager** providing access to non-code resources such as localized strings, graphics, and layout files, etc.
Chapter 5

5.1 Application Frame Work

Even through the android id a relatively new system, it comes with good documentation, Which can be found on the official development page ([AND]). There is a number of publications and course books for people who seek basic information and introduction to the system. Additionally, a very large community of developers is actively exchanging question and answer on web service like google group ([ADG]), android blog ([ADB]) or stack overflow ([ASO]). It does not make sense to quote big fragments of android developers guide. Instead, This section covers the fundamental aspects of designing an Android application which are necessary in order to understand the following discussion about TravelBD app.

5.2 Main application components

To began to program for android we need some basic, because some elements are very different, even if programming an application in Android uses the java language, therefore, an object oriented language.

All Android application contain more of the following components

5.2.1 Activity

An activity is an user interference that allows the user to interact with the screen, to perform actions. For example, a text messaging application could have an activity that displays a list of contacts to send messages. Once the contact is selected, activity could send information to a second activity that could serve to send the message to the contact.

When an application is launched, what is displays is the result of an activity. At the code level, for create an activity; we must create a class that extend the activity class. An activity has a required on create() method. To interact with the program, through the activity, there must be something displayed, that is why the activity contains what is called views.

5.2.2 View

A view is the basic building block for user interference components. A view occupied a rectangular area on the screen. View is the base class for the widget, which are used to create interactive UI components. There is different kinds of view, for example a ListView is able to display only an interactive list of what we want to
display, while we webview allow us to display a webpage. As said before, a view occupies a rectangular area on the screen. To organize these rectangles on the screen, there is a text file written in the XML for every different screen.

5.2.3 XML

XML means Extensible Markup Language. Android provides a straightforward XML vocabulary that corresponds to the view classes and sub classes. The goal of using Android XML vocabulary, is to quickly design UI layouts and the screen elements they contain, in the same way that creating web pages in HTML: with a series of nested elements.

5.2.4 Intent

An activity can of course start another one, even if it but to do this, it will need special object called intent. Intent is basic description of an operation to be performed. It can launch an Activity, send a broadcastintent to any interested Broadcast receiver components, and communicate with a background service. Intent performs binding between the codes indifferent applications. It can be thought of as the link between activities. It is possible to add some information to an intent, thanks to an object called bundle that we add to the intent thanks to the method.

Intent.putExtras(Bundle objectbunble);

5.3 Android Mainfest

AndroidMainifest.xml file is necessary for all android applications and must have this name in its root directory. In the manifest we can find essential information about the application for the androidsystem, information that the system must have before it can run any of the application's code. Here is what we can find in the Android manifest:

- The name of the Java package for the application. The package name serves as a unique identifier for the application.

- The description of the components of the application: the activities, services, broadcast receivers, and content providers that the application is composed of and under what conditions they can be launched.

- The process that will host application components.
- The permissions the application must have in order to access protected parts of the API and interact with other applications.

- The permissions that others are required to have in order to interact with the application's components.

- The list of theee instruments classes that provide profiling and other information as the application is running. These declarations are present in the manifest only while the application is published.

- The minimum level of the Android API that the application requires.

- The list of the libraries that the application must be linked against.

With all these elements, an application can be created.
Chapter 6

Snapshot and overview of Shanta Properties

Welcome!

Shanta has a long track record of construction since 1991 having been involved in various projects of its own and of the STS Group.

This is the first screen. If you touch the home button then the all features will come.
If you press on the "Menu" page you will find these features.
About Company

SPL has a powerful portfolio of countries most distinctive and select developments, an excellent reputation in the Real Estate market.

SPL lends its ears to the latent voices of the reputed business houses and perfect individuals who want to have a working and living space with sufficient.

If you press the "More" button on homepage you will see more information about company.

Android Application
To learn more about our company.

ONGOING

Projects in progress.

If you press the “Projects” button you will see all projects of Shanta Properties.
ONGOING PROJECTS

The Serenity
@road 79,Gulsan,Dhaka.

If you press the "Ongoing Projects" you will see ongoing projects of Shanta Properties.
# The Serenity

**At a glance**

<table>
<thead>
<tr>
<th>Name</th>
<th>The Serenity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Location</td>
<td>Plot 16, Road 79, Gulshan 2, Dhaka</td>
</tr>
<tr>
<td>Number of apartments</td>
<td>10 nos.</td>
</tr>
<tr>
<td>Size of apartments</td>
<td>3,950 sft</td>
</tr>
<tr>
<td>Number of basements</td>
<td>2 nos.</td>
</tr>
<tr>
<td>Number of car parkings</td>
<td>20 nos.</td>
</tr>
<tr>
<td>Rajuk approval</td>
<td>804/10/74 dated 17/01/2011</td>
</tr>
</tbody>
</table>

**Features & Amenities**

- Residents’ multi-purpose **community hall**
- 13-storied building has large **simplex** apartment units
- The building is oriented to maximize **light** and **air flow**
- Fully equipped **fitness center** at rooftop
- Professionally designed **green spaces** and **water bod**

If you press the “Explore” button you will see more information about The Serenity.
At a glance The Serenity

If you scroll down you will see more pictures of The Serenity.
If you press one of the pictures you will see clearer picture. Same goes for other two projects.
UPCOMING

Discover the future.

COMPLETED

Witness the achievements.

If you scroll down in the projects you will see upcoming projects and completed projects.
UPCOMING PROJECTS

The Glass House
@Gulshan Avenue, Gulshan

If you press "More" button you will see all upcoming projects.
The Glass House

At a glance

Name                Glass House
Location            P-SE (B)-2, Mir Shawkat Sarak, Gulshan
Land area           20.25 Katha
No of floors        Ground plus 12 floors
Built area          125,359 sft

Features & Amenities

Designed by award winning architect.
Steel structured building.
Double height entry at ground floor.
3 high speed elevators.
Professionally designed landscape and water feature

If you press the "Explore" button you will see more information about the project.
If you scroll down you will see more pictures of the project.
If you press one of the pictures you will see clearer picture. Same goes for other two projects.
COMPLETED PROJECTS

Digonto
@Paribagh, Dhaka

Explore

you press the "More" button in "completed projects you will see all completed projects.
Digonto

At a glance

Name          | Digonto
Location     | 3 & 3A Paribagh, Dhal
Land area    | 84 Katha
Total built area | 619,000 sft
Number of floors | Ground plus 14 floors
Number of apartments | 150 nos.
Size of Apartments | 2,600 - 3,200 sft
Number of basements | 3.5 nos.
Number of car parkings | 255 Nos.
EME Consultant | Lincolne Scott (Austri
RAJUK approval no. | 3C/634/06/712 Date

Features & Amenities

Split ACs in living, family living, dining and all beds.
Air-conditioned lavish reception lobby at ground floor.

2,000 feet long walkways.
50 feet long temperature controlled indoor swimming pool.
Separate ladies' and gents' gymnasium.

12 High Speed lifts.

If you press the "Explore" button you will see more information about the project.
At a glance Digonto

If you scroll down you will see more pictures of the project.

Android Application
If you press one of the pictures you will see clearer picture. Same goes for other two projects.
WHY CHOOSE SHANTA

How We differentiate Ourselves:

Offering the Best Value Proposition & Ensuring the Best Return
Striving for Excellence in all Aspects
Consistency of Performance
Unique and Unparalleled Lifestyle Product Solution
Uncompromising Promise of Quality
Firmness of Commitment
Extensively Dependable & Reliable

If you feel that SHANTA is the right fit then please do contact us to onset the Joint Venture endeavour!

LAND CONTACT FORM

Visit: www.shantaproperties.com!

If you scroll down in "PROJECTS" you will find LANDOWNEs, if you press "More" button, you will find "WHY CHOOSE SHANTA" and Land Contact Form.
BUYERS

IF YOU ARE INTERESTED TO BUY

Visit: www.shantaproperties.com!

If scroll down in projects you will find buyers, if you press the more button you will find this page and if you press Visit shantaproperties.com it will open a new window.
GALLERY

At a glance few upcoming projects.

If you scroll down more you will find this gallery, you will find more pictures of Shanta Properties.
Featured Works
If you press “Featured Works” on the main menu you will find 20 pictures of Shanta Properties works. It will come by pressing the next button.
To set SPL as an icon for both clients and competitors in the fields of innovation, product quality, service standard, profitability and community work.

Facilities & Amenities

Android Application
Facilities & Amenities

- Designed to ensure cross and through ventilation.
- Smooth finished and soft colored plastic paint.
- Residents' multi-purpose community hall.
- Apartments available in both simplex and duplex units.
- Full-backup generator.

Utility Facilities

- Gas Supply.
- Water Supply/Reservoir.
- Sewerage System.

If you press “Service” on menu page, you will find articles, Facilities And Amenities, Utility Facilities and Other Facilities.
CAREER

HR PHILOSOPHY

We reward you for arguing and implementing your ideas!

At Shanta, your potential is limited only by your talents and ambitions. Within Shanta or beyond, our people make a difference because of the leaders they become while here. You will do more than just build! Our aspiration is to change lifestyles, business practices and even society. Do you wonder why one competitor in a "mature" industry thrives while others fail? Do you have huge ambitions about what you and a team of committed people can do to positively change an organization like Shanta? Your voice and ideas are valued regardless of your tenure. Shanta Properties' continuous growth demands that we attract the most exceptional people. Applicants from different backgrounds are welcome.

JOB OPENINGS

If you press "career" on menu page, you will find about HR PHILOSOPHY and JOB OPENINGS.
you have huge ambitions about what you and a team of committed people can do to positively change an organization like Shanta? Your voice and ideas are valued regardless of your tenure. Shanta Properties' continuous growth demands that we attract the most exceptional people. Applicants from different backgrounds are welcome.

JOB OPENINGS

Please Drop Your CV Through Apply Online Section

Visit: www.shantaproperties.com!
General Contact

Shanta Properties Ltd.
Shanta Western Tower, Level 10
186, Bir Uttam Mir Shawkat Sharak
Tejgaon I/A, Dhaka 1208
Bangladesh
Phone: +88 02 8878759 - 68
Cell: +88 01678 666444
Email: info@splbd.com

If you press on "CONTACTS" button you will find general contact of shanta properties.
ABOUT US

BACKGROUND

Shanta Group started its journey in 1988, and has since become one of the forerunners in ready-made garment (RMG) export, earning a reputation as an important vendor for some of the most renowned apparel brands of USA and Europe. Shanta Group is also one of the key members of the STS Group - the promoter of the world class Apollo Hospitals Dhaka, International School Dhaka (ISD) the only International Baccalaureate (IB) School of the country, and the Delhi Public School, Dhaka.

Besides, Shanta has a long track record of construction since 1991 having been involved in various projects of its own and of the STS Group. It has built the iconic Safura Tower - the 16 storied commercial landmark at Banani, the 200,000 sft multi-facility centrally air conditioned International School Dhaka (ISD) at Bashundhara, the 125,000 sft Delhi Public School at Uttara, state-of-the-art RMG factories such as its 150,000 sft Shanta Industries Ltd, the 150,000 sft Shanta Denims Ltd and the

If you press on “About Us” button on menu page you will find BACKGROUND, VISIONS and CORPORATE SOCIAL RESPONSIBILITIES of shanta properties.
Other Facilities

- Elegant reception lobby at ground floor.
- Jacuzzi at rooftop.
- Water purification system.
- Car Parking.
- Air-conditioned lavish reception lobby at ground floor.
- Separate entry and exit lobbies.
- Steel structured building.

In every page you will find these three links. If you press on the “f” button, it will go to the facebook page of the shanta properties, if you press “t” button, it will follow on twitter page of shanta properties and if you press “g+” button. It will open the google plus of shanta properties.
Snapshot and overview of PRIDE AND PREJUDICE

Ebook

PRIDE AND PREJUDICE BY Jane Austen

Contents

This is the main page of the application. If you press the “Contents”, it will show the chapters of this book.
This is the content page.
Chapter 1

It is a truth universally acknowledged, that a single man in possession of a good fortune, must be in want of a wife.

However little known the feelings or views of such a man may be on his first entering a neighbourhood, this truth is so well fixed in the minds of the surrounding families, that he is considered the rightful property of some one or other of their daughters.

"My dear Mr. Bennet," said his lady to him one day, "have you heard that Netherfield Park is let at last?"

Mr. Bennet replied that he had not.

"But it is," returned she; "for Mrs. Long has just been here, and she told me all about it."

Mr. Bennet made no answer.

"Do you not want to know who has..."
Chapter 7

Mr. Bennet’s property consisted almost entirely in an estate of two thousand a year, which, unfortunately for his daughters, was entailed, in default of heirs male, on a distant relation; and their mother’s fortune, though ample for her situation in life, could but ill supply the deficiency of his. Her father had been an attorney in Meryton, and had left her four thousand pounds.

She had a sister married to a Mr. Phillips, who had been a clerk to their father and succeeded him in the business, and a brother settled in London in a respectable line of trade.

The village of Longbourn was only one mile from Meryton; a most convenient distance for the young ladies, who were usually tempted thither three or four times a week, to pay their duty to their aunt and to a milliner’s shop just over the way. The two youngest of the family.

If you press the “Chapter 7-12”, this page will appear.
"I hope, my dear," said Mr. Bennet to his wife, as they were at breakfast the next morning, "that you have ordered a good dinner to-day, because I have reason to expect an addition to our family party."

"Who do you mean, my dear? I know of nobody that is coming, I am sure, unless Charlotte Lucas should happen to call in—and I hope my dinners are good enough for her. I do not believe she often sees such at home."

"The person of whom I speak is a gentleman, and a stranger."

Mrs. Bennet's eyes sparkled. "A gentleman and a stranger! It is Mr. Bingley, I am sure! Well, I am sure I shall be extremely glad to see Mr. Bingley. But—good Lord! how unlucky! There is not a bit of fish to be got to-day. Lydia, my love, ring the bell—I must speak to Hill this moment."
Chapter 19

The next day opened a new scene at Longbourn. Mr. Collins made his declaration in form. Having resolved to do it without loss of time, as his leave of absence extended only to the following Saturday, and having no feelings of diffidence to make it distressing to himself even at the moment, he set about it in a very orderly manner, with all the observances, which he supposed a regular part of the business. On finding Mrs. Bennet, Elizabeth, and one of the younger girls together, soon after breakfast, he addressed the mother in these words:

"May I hope, madam, for your interest with your fair daughter Elizabeth, when I solicit for the honour of a private audience with her in the course of this morning?"

Before Elizabeth had time for anything but a blush of surprise, Mrs. Bennet
Chapter 25

After a week spent in professions of love and schemes of felicity, Mr. Collins was called from his amiable Charlotte by the arrival of Saturday. The pain of separation, however, might be alleviated on his side, by preparations for the reception of his bride; as he had reason to hope, that shortly after his return into Hertfordshire, the day would be fixed that was to make him the happiest of men. He took leave of his relations at Longbourn with as much solemnity as before; wished his fair cousins health and happiness again, and promised their father another letter of thanks.

On the following Monday, Mrs. Bennet had the pleasure of receiving her brother and his wife, who came as usual to spend the Christmas at Longbourn. Mr. Gardiner was a sensible, gentlemanlike man, greatly superior to his sister, as well by nature.
Colonel Fitzwilliam's manners were very much admired at the Parsonage, and the ladies all felt that he must add considerably to the pleasures of their engagements at Rosings. It was some days, however, before they received any invitation thither—for while there were visitors in the house, they could not be necessary; and it was not till Easter-day, almost a week after the gentleman's arrival, that they were honoured by such an attention, and then they were merely asked on leaving church to come there in the evening. For the last week they had seen very little of Lady Catherine or her daughter. Colonel Fitzwilliam had called at the Parsonage more than once during the time, but Mr. Darcy they had seen only at church.

The invitation was accepted of course, and at a proper hour they joined the party in Lady Catherine's drawing room.
Chapter 37

The two gentlemen left Rosings the next morning, and Mr. Collins having been in waiting near the lodges, to make them his parting obeisance, was able to bring home the pleasing intelligence, of their appearing in very good health, and in as tolerable spirits as could be expected, after the melancholy scene so lately gone through at Rosings. To Rosings he then hastened, to console Lady Catherine and her daughter; and on his return brought back, with great satisfaction, a message from her ladyship, importing that she felt herself so dull as to make her very desirous of having them all to dine with her.

Elizabeth could not see Lady Catherine without recollecting that, had she chosen it, she might by this time have been presented to her as her future niece; nor could she think, without a smile, of what her ladyship's indignation.
Elizabeth, as they drove along, watched for the first appearance of Pemberley Woods with some perturbation; and when at length they turned in at the lodge, her spirits were in a high flutter.

The park was very large, and contained great variety of ground. They entered it in one of its lowest points, and drove for some time through a beautiful wood stretching over a wide extent.

Elizabeth's mind was too full for conversation, but she saw and admired every remarkable spot and point of view. They gradually ascended for half-a-mile, and then found themselves at the top of a considerable eminence, where the wood ceased, and the eye was instantly caught by Pemberley House, situated on the opposite side of a valley, into which the road with some abruptness wound. It was a large, handsome stone building, standing well...
Chapter 49

Two days after Mr. Bennet's return, as Jane and Elizabeth were walking together in the shrubbery behind the house, they saw the housekeeper coming towards them, and, concluding that she came to call them to their mother, went forward to meet her; but, instead of the expected summons, when they approached her, she said to Miss Bennet, "I beg your pardon, madam, for interrupting you, but I was in hopes you might have got some good news from town, so I took the liberty of coming to ask."

"What do you mean, Hill? We have heard nothing from town."

"Dear madam," cried Mrs. Hill, in great astonishment, "don't you know there is an express come for master from Mr. Gardiner? He has been here this half-hour, and master has had a letter."
Chapter 55

A few days after this visit, Mr. Bingley called again, and alone. His friend had left him that morning for London, but was to return home in ten days time. He sat with them above an hour, and was in remarkably good spirits. Mrs. Bennet invited him to dine with them; but, with many expressions of concern, he confessed himself engaged elsewhere.

"Next time you call," said she, "I hope we shall be more lucky."

He should be particularly happy at any time, etc. etc.; and if she would give him leave, would take an early opportunity of waiting on them.

"Can you come to-morrow?"

Yes, he had no engagement at all for to-morrow; and her invitation was accepted with alacrity.
JAVASCRIPT CODE FOR SHANTA PROPERTIES

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About Us
ABOUT COMPANY Page

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ONGOING PROJECTS Page

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Android Application


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Android Application

Page 78
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$\text{Android Application}$
The Glass House Page

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Android Application
Android Application
COMPLETED PROJECTS Page

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  <script>
$(document).ready(function(){
  $('.gallery a.gal').touchTouch();
  $().UItoTop({ easingType: 'easeOutQuart' });
  $('.tooltip').tooltipster();
});
</script>

Android Application
DiKonto PaKe

Android Application

Digonto Page
<title>Gallery</title>
<meta charset="utf-8">
<meta name = "format-detection" content = "telephone=no" />
<link rel="icon" href="images/favicon.ico">
<link rel="stylesheet" href="css/touchTouch.css">
<link rel="stylesheet" type="text/css" href="css/tooltipster.css" />
<link rel="stylesheet" href="css/style.css">
<script src="js/jquery.js"></script>
<script src="js/jquery-migrate-1.2.1.js"></script>
<script src="js/superfish.js"></script>
<script src="js/TMForm.js"></script>
<script src="js/jquery.uLtotop.js"></script>
<script src="js/jquery.equalheights.js"></script>
<script src="js/jquery.mobilemenu.js"></script>
<script src="js/jquery.easing.l.3.js"></script>
<script src="js/jquery.tooltipster.js"></script>
<script src="js/touchTouch.jquery.js"></script>
<script>
$(document).ready(function(){
  $('.gallery a.gal').touchTouch();
  $('.UItotop').UiToTop({ easingType: 'easeOutQuart' });
  $('.tooltip').tooltipster();
});
</script>

Chandrima Page

<!DOCTYPE html>
<html lang="en">
<head>
<title>Chandrima</title>
<meta charset="utf-8">
<meta name = "format-detection" content = "telephone=no" />
<link rel="icon" href="images/favicon.ico">
<link rel="stylesheet" href="css/form.css">
<link rel="stylesheet" type="text/css" href="css/tooltipster.css" />
<link rel="stylesheet" href="css/style.css">
<script src="js/jquery.js"></script>
<script src="js/jquery-migrate-1.2.1.js"></script>
<script src="js/superfish.js"></script>
<script src="js/TMForm.js"></script>
<script src="js/jquery.uLtotop.js"></script>
<script src="js/jquery.equalheights.js"></script>
<script src="js/jquery.mobilemenu.js"></script>
<script src="js/jquery.easing.l.3.js"></script>
<script src="js/jquery.tooltipster.js"></script>
<script src="js/touchTouch.jquery.js"></script>
</head>

Android Application
Chandralok Page

<!DOCTYPE html>
<html lang="en">
<head>
<title>Chandralok</title>
<meta charset="utf-8">
<meta name = "format-detection" content = "telephone=no" />
<link rel="icon" href="images/favicon.ico">
<link rel="shortcut icon" href="images/favicon.ico" />
</head>
<body>

Android Application 🍊
LANDOWNERS Page

<!DOCTYPE html>
<html lang="en">
<head>
<title>LANDOWNERS</title>
<meta charset="utf-8">
<meta name = "format-detection" content = "telephone=no" />
<link rel="icon" href="images/favicon.ico">
<link rel="shortcut icon" href="images/favicon.ico" />
<link rel="stylesheet" href="css/touchTouch.css">
<link rel="stylesheet" type="text/css" href="css/tooltipster.css" />
<link rel="stylesheet" href="css/style.css">
<script src="js/jquery.js"></script>
<script src="js/jquery-migrate-1.2.1.js"></script>
<script src="js/jquery.js"></script>
<script src="js/jquery.uLtotop.js"></script>
<script src="js/jquery.equalheights.js"></script>
<script src="js/jquery.mobilemenu.js"></script>
<script src="js/jquery.easing.l.3.js"></script>
<script src="js/jquery.tooltipster.js"></script>
<script src="js/touchTouch.jquery.js"></script>
<script>
$(document).ready(function(){
	$('.gallery a.gal').touchTouch();
	$.UItoTop({ easingType: 'easeOutQuart' });
	$('.tooltip').tooltipster();
});
</script>

Buyers Page

<!DOCTYPE html>
<html lang="en">
<head>
<title>Buyers</title>
<meta charset="utf-8">
<meta name = "format-detection" content = "telephone=no" />
<link rel="icon" href="images/favicon.ico">
<link rel="shortcut icon" href="images/favicon.ico" />
<link rel="stylesheet" href="css/touchTouch.css">

Buyers
</title>
</head>

Android Application 🍋
package com.example.shnta;

import android.support.v7.app.ActionBarActivity;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.os.Bundle;
import android.widget.LinearLayout;
import org.apache.cordova. *
import com.google.ads.AdRequest;
import com.google.ads.AdSize;
import com.google.ads.AdView;
public class MainActivity extends DroidGap {
private static final String AdMob_Ad_Unit = "ca-app-pub-6918185340915659/1115395974";
private AdView adView;
@Override
public void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
superJoadUrl(Config.getStartUrl());
adView = new AdView(this, AdSize.BANNER, AdMob_Ad_Unit);

adView.loadAd(new AdRequest()
    .setAdUnitId(AdMob_Ad_Unit));
    

}
LinearLayout layout = super.root;
layout.addView(adView);
AdRequest request = new AdRequest();
adView.loadAd(request);
}

HTML CODE FOR EBOOK

HTML code for Menu Page

<html lang="en">
<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1">
<title>ebook</title>
<link rel="stylesheet" href="jquery.mobile-1.3.1.css">
<link rel="stylesheet" href="style.css">
<script src="jquery-1.10.0.min.js"></script>
<script src="jquery.mobile-1.3.1.min.js"></script>
</head>
<body>
<div data-role="page" id="page0">
<div data-role="header" data-theme="b">
<h6>Ebook</h6>
</div>
</div>
</body>
</html>
<div data-role="content">

<h1 class="center">PRIDE AND PREJUDICE BY Jane Austen</h1>

<h3 class="center">&nbsp;</h3>

<ul data-role="listview" data-inset="true" data-theme="d">
  <li><a href="#content" data-transition="flip">Contents</a></li>
</ul>

</div>

<div data-role="page" id="content">

<div data-role="header" data-theme="b"> <a href="index.html" data-transition="flip" data-icon="home">Home</a> <h6>page list</h6> </div>

<div data-role="content">

<ul data-role="listview" data-inset="true" data-theme="d">
  <li><a rel="external" href="page1.html" data-transition="pop">Chapter 1-6</a></li>
  <li><a rel="external" href="page2.html" data-transition="pop">Chapter 7-12</a></li>
</ul>

</div>

</div>
Sample HTML code for Chapters Page

```html
<!doctype html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1">
<title>page 1</title>
<link rel="stylesheet" href="jquery.mobile-1.3.1.css">
<link rel="stylesheet" href="style.css">
<script src="jquery-1.10.0.min.js"></script>
<script src="jquery.mobile-1.3.1.min.js"></script>
</head>
<body>
<h1 align="center">page 1</h1>
<p>page 1</p>
</body>
</html>
```
package com.example.pride;

import android.support.v7.app.ActionBarActivity;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.widget.LinearLayout;
import org.apache.cordova.*;
import com.google.ads.AdRequest;
import com.google.ads.AdSize;
import com.google.ads.AdView;

public class MainActivity extends DroidGap {

private static final String AdMob_Ad_Unit = "ca-app-pub-6918185340915659/1115395974";

private AdView adView;

@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    super.loadUrl(Config.getStartUrl());

    adView = new AdView(this, AdSize.BANNER, AdMob_Ad_Unit);
    LinearLayout layout = super.root;
    layout.addView(adView);
    AdRequest request = new AdRequest();
    adView.loadAd(request);
}
}
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