STST Program on Animation Engineering

Material Developed with support from NSTED, Govt. of India
LM Development by VidyaDeep Foundation, Satara
www.teconline.org.in/mr

Mobile Phone Repairing

Duration: 8 Weeks

Curriculum

Objectives:

The trainee will be able to:
1. Know and Identify the types of mobile phones i.e. GSM, CDMA etc.
2. Identify the parts of the Mobiles.
3. Locate the faults.
4. Service the Mobile phones.
5. Estimate the cost of repair and servicing.
6. Know and use, repair and service the mobile accessories.

Sr. No.	Name of the Topic
1.	1.1 Introduction to types of Mobile Phones 1.2 GSM 1.3 CDMA 1.4 PDA with Phones etc 1.5 Mobile operating and latest functions 1.6 Troubleshooting due to wrong settings
2.	2.1 Accessories of Mobile Phones i.e. Head phone, charger, data kit, cable etc 2.1 Basic Electronics 2.2 SMD Technology 2.3 SMD spares and its use in circuit 2.4 BGA Technology
3.	3.1 Mobile Networks 3.1.1 GSM, CDMA, WLL 3.1.2 Frequency Bands
4.	4.1 Tools and Equipments Required and its use 4.1.1 Types of Screw Drivers 4.1.2 Openers 4.1.3 Micro-tips 4.1.4 Multimeter 4.1.5 Cleaning Solutions
5.	5.1 Assembly and disassembly of Mobile phones 5.1.1 Body Replace 5.1.2 Slider + Swivel Mechanisms 5.1.3 Repairing
6.	6.1 Mother Board

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		6.1.1 Spares used
		6.1.2 Replacements
		6.1.3 Troubleshooting
7.	7.1	Circuit Diagram
		7.1.1 Reading
		7.1.2. Tracing
8.	8.1	Soldering and Desoldering
	8.2	LED replacement
	8.3	Battery Problems and troubleshooting, testing
	8.4	Sim card details, Pin details, Memory details
	8.5	Display troubleshotting and Testing
9.	9.1	Charger types: Testing and Troubleshooting
	9.2	Bluetooth, headphone Devices: Testing and Troubleshooting
	9.3	Keypad types, connecting methods: Testing and Troubleshooting
	9.4	Other troubleshoots like Network, Dead phone, Hang etc
	9.5	Spares prices, repairing charges, customer relations
10.	10.1	Basic Information about computer and requirement of software for mobile repairing.
	10.2	Software and dongal installation
	10.3	Unlocking using UFS – 3
11.	11.1	Flashing: Various handsets, cables and product codes
	11.2	Downloading Ringtones & converters
	11.3	Downloading of videos, games and other applications
	11.4	Use of cable, Installation of Infrared, Bluetooth
	11.5	MMC reader, writer and other details