



Training: Mobile Application Development with Android

JAVA CONCEPTS

- a) OOPs Concepts
- b) Inheritance in detail
- c) Exception handling
- d) Packages & interfaces
- e) JVM & .jar file extension
- f) Multi-threading (Thread class & Runnable Interface)

SQL

- a) DML & DDL Queries in brief

INTRODUCTION TO ANDROID

- a) What is Android?
- b) Setting up development environment
- c) Dalvik Virtual Machine & .apk file extension
- d) Activities, Services, Broadcast Receivers & Content providers
- e) UI Components - Views & notifications
- f) Components for communication - Intents & Intent Filters
- g) Android API levels (versions & version names)

APPLICATION STRUCTURE (IN DETAIL)

- a) AndroidManifest.xml
- b) Uses-permission & uses-sdk
- c) Resources & R.java
- d) Assets
- e) Layouts & Drawable Resources
- f) Activities and Activity lifecycle
- g) First sample Application

EMULATOR-ANDROID VIRTUAL DEVICE

- a) Launching emulator
- b) Editing emulator settings
- c) Emulator shortcuts
- d) Logcat usage

- e) Introduction to DDMS
- f) Second App:- (switching between activities)
- g) Develop an app for demonstrating the communication between Intents

BASIC UI DESIGN

- a) Form widgets
- b) Text Fields
- c) Layouts
- d) [dip, dp, sip, sp] versus px
- e) Examples

PREFERENCES

- a) Shared Preferences
- b) Preferences from xml
- c) Examples

MENU

- a) Option menu
- b) Context menu
- c) Sub menu
- d) menu from xml
- e) menu via code
- f) Examples

UI DESIGN

- a) Time and Date
- b) Images and media
- c) Composite
- d) AlertDialogs & Toast
- e) Popup
- f) Examples