

Empire Techs

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Android Syllabus

1) Basics of Android

- a. Origin
- b. Use
- c. Installation
- d. Frameworks
- e. Paid sources v/s Unpaid Sources

2) Programming Fundamentals

- a. Variables
- b. Data Types
- c. Naming Conventions
- d. Permissions
- e. Manifest

3) Widgets

- a. Buttons
- b. Toast
- c. Custom Toast
- d. Toggle Button
- e. Rating Bar
- f. Date Picker
- g. Time Picker
- h. Progress Bar

4) Activity

- a. Activity Lifecycle
- b. Examples
- c. Intents
- d. Example with intents.

5) Fragments

- a. Fragment Lifecycle
- b. Examples
- c. Dynamic Fragment

6) Basic Game Development

- a. Tic Tac Toe game
- b. Math Game



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7) Data Storage

- a. Internal Storage
- b. External Storage
- c. Shared Preferences
- d. SQLite

8) App Development (Session 1)

- a. Creating Audio Player
- b. Creating Video Player
- c. Camera access example
- d. Camera pro development

9) Maps

- a. Track Location and display on maps
- b. Distance calculation between two locations
- c. Live tracking on standalone device (Google Maps)
- d. Live tracking using both devices (Uber and Ola concept)

10) Sensors

- a. Proximity
- b. Motion
- c. Compass
- d. Fingerprint
- e. Gyroscope
- f. Accelerometer
- g. Examples

11) Firebase

- a. Creation of online database
- b. Use and flow of CRUD operations
- c. Chat Application
- d. Instagram application
- e. Examples

12) Kinvey Database

- a. Introduction
- b. Annotation and CRUD
- c. Examples



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13) Integration

- a. Chatbot Integration
- b. Google APIs Integration
- c. Other APIs
- d. Examples

14) Message Service

- a. OTP concept
- b. Sending and receiving messages

15) Web services

16) Game development

- a. Library Introduction
- b. Tools
- c. Example (Flappy bird, Mario, etc.)

17) Crucial Application Development

- a. Car pool application (like Ola, Uber, etc.)
- b. Social application (Whatsapp, hike, etc.)
- c. Gaming application
- d. Food delivery application (like swiggy, zomato, etc.)

18) Android Wear Development Mini Course