Hybrid Mobile App Development

JAVA

Step into the future of Hybrid Mobile App Development

The digital world of today is looking for mobile apps that provide a better user experience, are quicker to develop and run on multiple platforms.
In other words, shorter development cycles, faster deployment, better performance. Enter, the hybrid mobile app! An app built with technology that developers can relate to, like JavaScript, HTML, or css. All this is wrapped in a container that allows it to run on multiple devices.
The capacity of a hybrid mobile app to change the future of business in any industry, its many benefits and featured give it a highly attractive future.
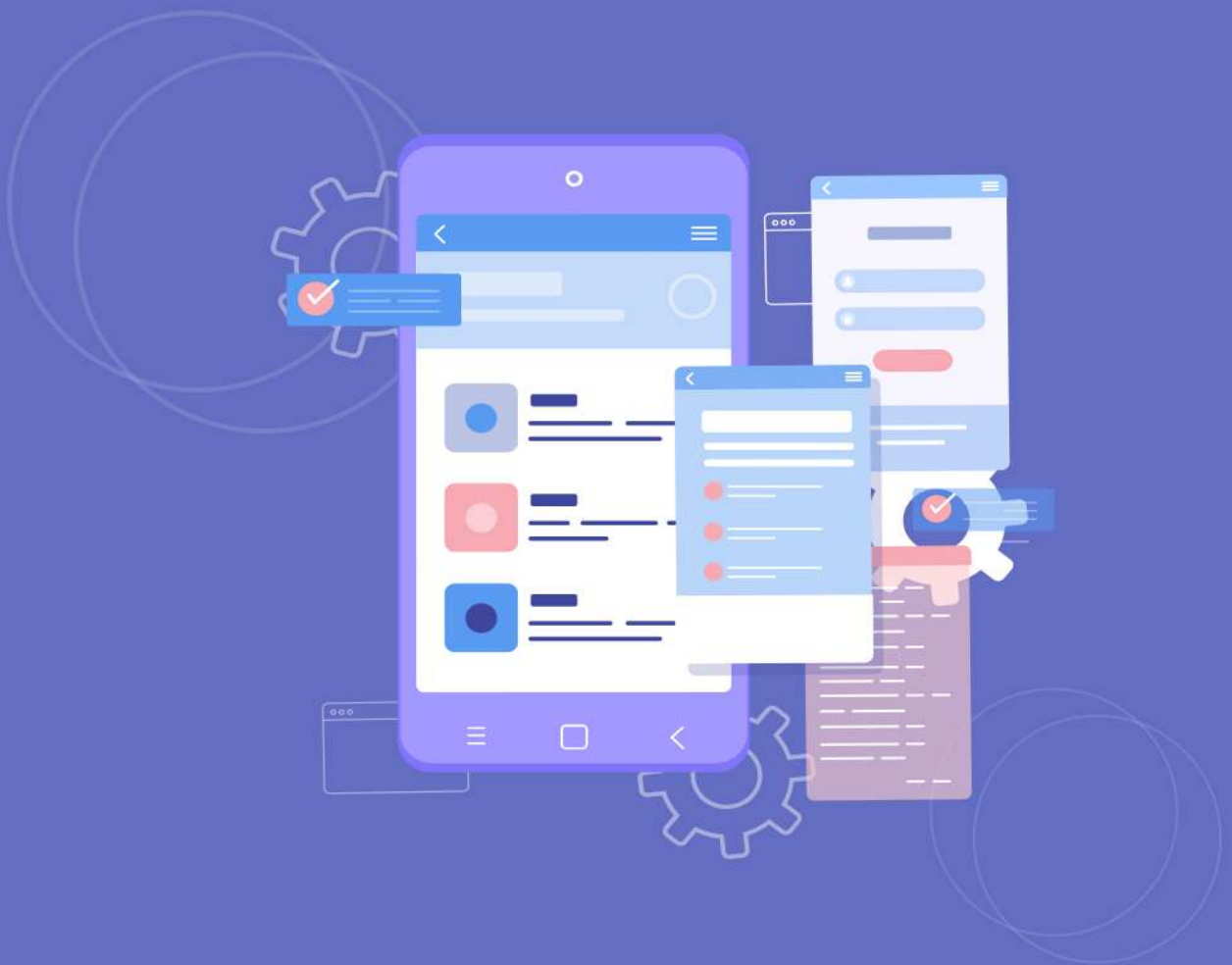
Scope of Hybrid Mobile App Development

Because hybrid mobile apps do not require the internet to run, they can be used by businesses to do offline work and advance in remote areas with poor connectivity. One of the key benefits of hybrid mobile apps is that it supports multiple OS with single code. This reduces time, effort and cost of app building. Another major feature of this app which makes it easy to use, is that it does not require any updates.
All these benefits give hybrid mobile apps a bright business future scope.

Uniqueness:

This unique program has been tailored with a business related module. In just 6 months you are taken from being a basic developer to one who is competent in the advanced levels of Android development using JavaScript. In 1400+ hours of training you become proficient in creating business projects and payment gateways.

Curriculum

Module 1

Android Besics

- Running Our Own Hello World Application
- Overview Of The Interface
- Learn About Android Studio.
- How To Create An Android Virtual Device.
- Android Application Overview.

Module 2

Activities And States

- Understanding Activity States
- Building The User Interface

Module 3

widgets,pixels and Layout

- Add Properties To Widgets.
- To Add Multiple Widgets
- How To Convert DIP To Pixels
- Understanding Layouts: Grid Layout, LinearLayout ,relative layout,constranint layout

Module 4

Event Handling

- How To Handle Events In Android
- How To Use Event Listener
- To Add Multiple Event Listeners

Module 11

Retrofit

- Creating request and response

Module 12

creating Api

Module 13

All about mysql

- Creating database
- Creating table
- Applying sql

Module 14

How to use Github for pushing projects and using different libraries and dependancies

Module 15

Understand some most used 3rd party dependancy

Module 5
Button And App Design

Module 6
Text And animation

Module 7
Intents

- Understanding Intents
- How To Send Intent Data.

Module 8
Shared Preference

Module 9
ListVIew

Module 10
Recyclerview And adapters

Module 16
Creating project

- Complete ecommerce app
- Complete social networking app
- Chat app
- Quick to play games

Module 17
Google Firebase

- Cloud messaging
- Firestore
- Runtimedatabase
- Notification

Module 18
Understanding how to use different api

Module 19
Implementing payment gatewa