A two days workshop hosting proposal on
Android Application Development

Content Outline

Session 1
Introduction to Android

    Internet users and Mobile phone users

    Open Handset Alliance (OHA)

    What is Android ?

    History of Android

    Introduction to Android platform

    Android source code structure – packages, external libraries, default
     apps Android development options – Eclipse, Android SDK

Getting to know your Android development environment

    Downloading Android SDK

    Adding ADT-Plugin

    Setting the Android environment

    What is Android made of

Session 2
Project Structure

    Root Contents

    Project Files

    The Manifest

    Writing your first Android application

    The Activity Part of activity Building ,

    Running and debugging your Application

    Working with Android Simulator

    Test your application on device Using XML – based Layout

    What is an XML –Based Layout ?

    Why use an XML – Based Layout ?

    How does it work Building custom view and layout

Services

    Creating a Service

    Parts of Service

    Implementing a Service

    Implementing a Interface

    Modifying your Manifest's file

    Invoking a Service

    Connecting to a Service

Session 3
User Interface

Building a User Interface
Overview of Android 's view structure
Android built –in layout
Android built in Views
Event Handling
Using basic Widget
 Labels
Button
Images
Radio and Check buttons
Working and Using Containers
Concepts and Properties
Using Menus Using Pop –up messages

Intents

Creating Intent Filters
What is an Intent Filters
Parts
Intent Routing
Narrow Recievers

FIRST APPLICATION

A very simple Phonebook having features like POP ups, drop down, search bar and lot of other things.

Session 4
Content Providers

Using a Content Providers
What is a Content Providers
Making queries
Handling a Content Providers
Building a Content Providers
Database Content Provider
Content Observer

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Preferences, Files and Datastores in Android
>SQLite Databases usage and running
>SQL query from Application
>Data Stores
>Overview of storing, retrieving, and exposing data Preferences
>Files Managing and Accessing Local
>Databases Data access over the network
>Single Sign on and Sync.
>Account Management
>Sync Adaptors

Operations with Android
>Accessing Location based Services
>Mapping with MapView and MapActivity

SECOND APPLICATION

An application fully based on Google Maps API, it may be like calculating your own location on Earth using GPS and making products for yourselves.

Session 5
>Media APIs
>Android Media API
>Playing audio/video
>Media recording

THIRD APPLICATION

Its always better to listen to songs on your own media player. Here participants will be able tomade their own media player

Prerequisites & Eligibility

- This is not a zero level workshop and we are expecting participants to have knowledge of Java and object oriented programming however we will start with brushing up of Java concepts.

- The course and curriculum of this workshop is more inclined towards Computer Science/Information Technology department however anybody can join this workshop even from different department.

- Participants are expected to bring their laptop (Windows Platform) atleast one in a group of 2/3 for better understanding of practical session in the workshop (Windows OS only).

- Mode of Training/Teaching will be English only.