Android Developer Fundamentals Curriculum

2016





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Introduction



What is the Android Developer Fundamentals course?

- An instructor-led training course teaching the fundamentals of Android development
 - to be delivered as
 - University curriculum
 - industry workshop (later)



Built by Google

Developed by the Google
 Developer Training team

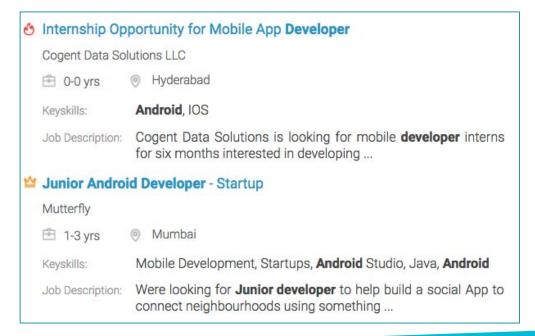
Part of Google CEO
 Sundar Pichai's initiative to
 train 2 million Mobile
 developers
 in India



Why take this course?

This course teaches students the skills needed to:

- Create Android apps
- Apply for a position as a junior Android developer
- Take Google's Associate Android Developer certification





Who are the students?

- senior computer science students
- programming professionals

who already know:

- object-oriented programming
- how to program in Java language
- or have sufficient experience in another language to learn Java





Who is the teacher?

We expect that the course teachers will:

- know how to develop Android apps
- know how to debug apps and find troubleshooting information
- be willing to keep up to date with changes in Android Studio and the Android SDK



Google Certification Program

- Curated competencies and rubrics
- Well-lit path to mastery
- Performance based exams
- Persistent storage of credentials

Google Developer Certification - Google I/O 2016

developers.google.com/training/certification



Associate Android Developer Certification

- To get certified, take a performance-based exam
- This course teaches the skills tested by the exam
- Certification is NOT granted on completion of the course



developers.google.com/training/certification



Teaching Principles



Different kinds of learners

Learning style		Resources
learn the rules	"explain the rules to me"	lectures
		textbook
learn by doing	"let me get on and do it"	practicals
learn by example	"let me look at the code"	solution code
Google		Google Developer Training

Learn by practicing

Master a skill and build on it

Build multiple apps to train "muscle memory"

How do I...

create a project?

add an activity?

change the layout?



Remove the training wheels

Reduce instruction details as practicals progress:

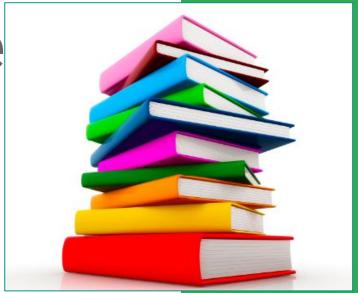
Full instructions the first time

Fewer instructions the next time

Just do it from then on



Course and Lesson Structure



Goals of the course

Teach core, fundamental skills

Teach students to build basic apps

following best practices Expose advanced topics,

but do not provide instruction for them



Lesson structure

Lecture

Practicals

Solution code

Homework assignments



Lectures

What's in a lecture?
concepts
implementation guidance
best practice guidance

Google will provide:
written concepts
reference set of slides for lectures
to come later -- are these wanted?



Practicals

What's in a practical?
written instructions guiding
students to build apps

Google will provide: step-by-step instructions solution code for the apps

1.1 Create the TwoActivities project

 Start Android Studio and create a new Android Studio project.

Call your application "Two Activities" and change the company domain to "android.example.com." Choose the same Minimum SDK that you did in the previous projects.

- Choose Empty Activity for the project template.
- Accept the default activity name (MainActivity).
 Make sure the Generate Layout file box is checked. Click Finish.



Practical challenges

Practical challenges are for ambitious students who want to stretch themselves

optional challenges to build or extend appsno step-by-step instructions

solution code **is** provided



Homework assignments

Homework assignments are:

high-level description of homework for students to turn in for grading

no step-by-step instructions

no solution code

Q: Will the professors want Google to provide homework assignments or will they want to create their own homework assignments?



Where is everything?

All materials from Google Developer Training will be open-source

- Practicals -- GitBook
- Concepts GitBook
- Solution code -- GitHub
- Reference slides
 - -- if needed -- Google Sheets



Curriculum Overview



Curriculum outline

5 units comprising 14 lessons

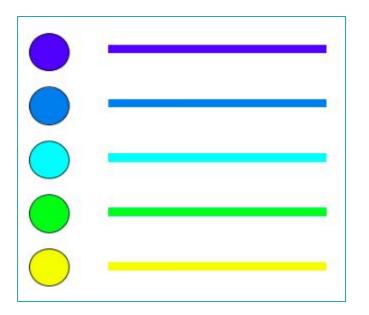
Unit 1 - Getting started

Unit 2 - User experience

Unit 3 - Data

Unit 4 - Background tasks

Unit 5 - Polish and publish



Unit 1. Getting started

Covers installing Android Studio, understanding project structure, building your first app, creating activities.

Exposes students to concepts that they will learn in more detail later.



Unit 2. User experience

Covers how to implement navigation strategies, get input from the user, use themes and styles, create a delightful user experience using material design principles.



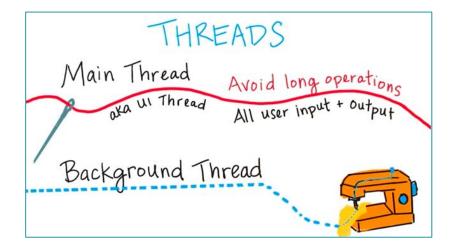
Unit 3. Data

All about data – how to store it, update it, query it, load it, make it available outside your app.



Unit 4. Background tasks

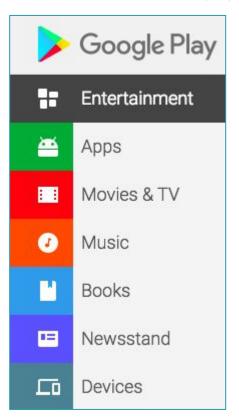
How to do work in the background. Priorities for apps and services. IntentService, JobScheduler, Alarms.



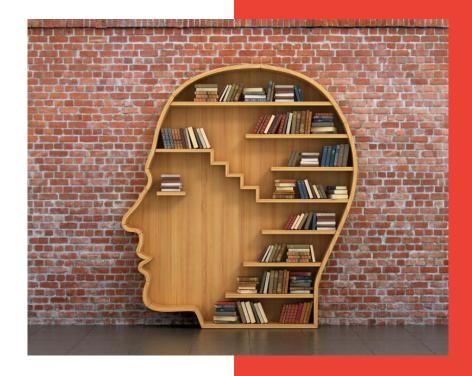
Unit 5. Polish and publish

This unit is more lecture than practical. It exposes students to ways to extend their apps, using Google Services, Firebase, and more.

Covers creating a beta version for Google Play, and discusses publishing to Google Play.



Resources



Resources from Google Developer Team

Online Udacity courses udacity.com/google

Google developer training website developers.google.com/training

<u>Developer documentation</u> developer.android.com

Android Developers Blog android-developers.blogspot.com

Android Developers YouTube channel



Questions?

