

LearnI!

ANDROID APPLICATION DEVELOPMENT

Session 1 – Java Basics and overview

- Using variables
- Flow Control
- Arrays and matrices
- Working with Strings
- Exceptions in Java
- Basic OOP

Session 2 – Java Basics and overview – Part 2

- More OOP
- Array List and collections
- Enums
- Static variables and methods
- Basic Threading
- Timers

Session 3 – UI in Java (SWT)

- What is UI
- Working with SWT
- UI Events

Session 4 – First Android App

- What is Android
- First Android app
- How to run and debug applications (Emulator vs. Real device)
- Android project structure
- XML files
- Enhancing the first app

Session 5 – Basic Android concepts

- Activity
- Menus
- Intents
- Context

Session 6 – Using more Android capabilities

- intelliJIDEA / Android Studio
- Permissions
- Working with files
- Working with the network
- Debugging Android apps

Session 7 – Using more Android capabilities – Part 2

- Providing feedback to the user
- Raw camera usage
- Touch gestures

Session 8 – Using more Android capabilities – Part 3

- Location
- Status bar notifications
- Localization
- Services

Session 9 – 2D Graphics

- Animations
- 2D graphics

Session 10 – 3D Graphics

- 3D graphics and OpenGL
- Session 11 – Web Services
- Soap and Rest overview
- Working with SOAP
- Working with Rest

Session 12 – Google’s external libraries

- Google Maps
- Monetizing apps
- Ads
- Publishing and uploading app to Google Play