





## **Training Outlines**

**Training Program: Training for Mobile App Developer on Android Platform** 

## **Course Outline**

Name of the Course	Time Duration
Mobile Application Development (Android)	Total Duration = 200 hrs. Demonstrations=180hrs.
	Project work=20hrs

- I. Student Assessment Method:
  - a. Online Assessment
  - b. Exams
  - c. Project Demonstrations
- II. Assessor Requirements: Refer to training methodology
- **III. Certification System:** Certificate of Competence & Certificate of Participation (see methodology for full details)

## **Time Distribution**

Module No	Job Focused Module	Details	Hrs
1.	Revisiting JAVA & OOP	Introduction to Android	2
1.		<ul> <li>Installing the Android Development Environment</li> </ul>	2
2.	Revisiting JAVA & OOP	Object-oriented Concepts	2
		Java Basics	2
	Android Development Environment	Creating a New Android Studio Project	1
		Designing the User Interface	2
		Adding a Form Widget	1
3.		Creating Activities	1
		The Android Manifest File	1
		Testing in the Emulator	1
_		Opening a Saved App in Android Studio	1
4.	Android User Input,	Android Themes	2
	Variables, and	Simplifying User Input	2







	Operations	Declaring Variables	1
		Working with Mathematical Operations	3
		Displaying Android Output	2
		<ul> <li>Simple app using the module taught e.g: Calculator.</li> </ul>	6
5. Icons and Decision- Making Controls	The Launcher Icon	1	
	RadioButton and RadioGroup Controls	3	
	Making Decisions with Conditional     Statements	4	
		Different types of sensors	4
		Creating a List and Using the onListItemClick     Method	4
		Decision Structure - Switch Statement	4
		Android Intents	1
6	Android Lists, Arrays, and Web Browsers	Launching the Browser from an Android     Device	3
and web bi		Building layouts including XML, Views,     ViewGroups etc.	4
		Adding Multiple Class Files	2
		Simple app using the module taught. E.g.: Things To Do, Report Card.	6
		Creating a Splash Screen	2
		Designing the main.xml File	2
7	_	Playing Music	2
7	Implementing Audio in Android Apps	Creating a Raw Folder for Music Files	2
		<ul><li>Using the MediaPlayer Class</li></ul>	2
		Simple app using the module taught. E.g.:     Simple MediaPlayer	6
8	Android Security	Android security concept	2
9 Android Networking and Background Tasks	,	Using and defining permissions	2
		HttpURLConnection	4
		JSON Parsing	4
		Asynctask Vs Loaders	4
	Android Noture dine	Looper, Handler and Handler Thread	4
	_	Network Communication using any Library (Retrofit)	4
		Sending Email, SMS, Phone Call	4
		Simple app using the module taught. E.g.:     Weather Forecasting	4







		Using the SQLite database	4
		Using and defining ContentProvider	4
		Outlook: Loader	2
	Android Storage and ContentProvider	Firebase Cloud Storage, Database and Authentication	2
		Firebase notification, analytics	4
		AdMob Integration	2
	Simple app using the module taught. E.g.:     Quiz App using FireBase	6	
		Location and Map API	4
4.4		Marker, Marker Options and Clustering	2
11	Services	Direction, Nearby Place API	2
		Geocoder and Geofencing	2
		<ul> <li>Simple app using the module taught.</li> </ul>	6
		<ul> <li>Defining custom widgets</li> </ul>	2
Custom widgets and the canvas API	Custom widgets and the	Compound widgets	2
	_	Canvas API	2
		View state persistence	2
		Meaningful Motion (Animation)	4
		Gradle for Android	2
13 Advanced Android	Advanced Android	Espresso (Android Testing Support Library)	2
	Concepts	Adaptive Design	2
	Android Wear (Create Wear Interface for Weather App)	2	
14 Android Application Deployment	Android Application	Android Application Deployment on device with Linux and Windows	1
	<ul> <li>Android Application Deployment on Android Market</li> </ul>	1	
15	Project work	2 complete projects have to be completed and delivered for every student (First one is a group project and the last one is the individual project).	20