

7.324 | June IAP 2024

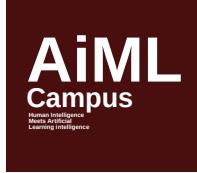
ANDROID DEVELOPMENT USING MACHINE LEARNING

6 Month's Programme
6 Month's Internship

Android development using machine learning involves integrating AI capabilities into Android applications to create smarter, more responsive, and personalized user experiences.

This includes leveraging machine learning models for tasks such as image and speech recognition, natural language processing, predictive analytics, and personalized recommendations.





**Human Intelligence
Meets Artificial
Learning
Intelligence**
**Welcome to AiML
Campus School of
Machine Learning,
where innovation
meets education!**

**Our one-year
Specialization
program offers a
unique blend of
comprehensive
learning and
practical experience,
tailored for highly
motivated
individuals with a
passion for Machine
Learning.**



Affiliated And Member:



Supported By

Stanford University
Human Centered
Artificial Intelligence



Member

AiML Campus's
Commitment to
Technical Excellence
through AICTSD
Recognition



Affiliated

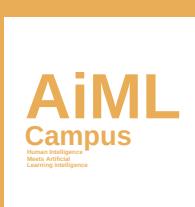
Michigan Association for
Computer Users in
Learning (MACUL)
partnered by AiML Campus

MUMBAI

First International Financial
Level 1 & 3A, First International Financial
Centre, Plot Nos. C-54 & C-55 G Block Road,
Bandra Kurla Complex, Bandra East, Mumbai,
Maharashtra 400051, India

BANGALORE

Helios Business Park
Level 6, Tower E & Level 10, Tower C, Helios
Business Park Wing C, No. 150 Outer Ring Road,
Kadubeesahalli, Bangalore, Karnataka 560103,
India



OUR CORE TOPICS IN AI GENERATIVE AUTOMATION

MUMBAI

First International Financial
Level 1 & 3A, First International Financial
Centre, Plot Nos. C-54 & C-55 G Block Road,
Bandra Kurla Complex, Bandra East, Mumbai,
Maharashtra 400051, India



Introduction to Android Development

Basics of Android Studio, User Interface Design, Activity Lifecycle, Building Layouts and Views, Handling User Input, Working with Fragments, Data Persistence with SQLite, Networking and APIs, Implementing Navigation, Using Android Jetpack Components, Integrating Third-Party Libraries, Testing and Debugging Android Apps, Publishing Your App on Google Play Store, Optimizing App Performance, Implementing Push Notifications

Android App Fundamentals

Fragments and Navigation, Data Persistence, RecyclerView and Adapter, Working with Resources, Intents and Intent Filters, User Permissions and Security, Background Services and Broadcast Receivers, Animations and Transitions, Using Sensors and Location Services, Handling Multimedia (Audio and Video), Working with Google Maps and Location APIs.

Introduction to Machine Learning

Understanding Machine Learning, Supervised, Unsupervised, and Reinforcement Learning, Machine Learning Libraries for Android, Implementing On-Device Machine Learning, Training Custom Machine Learning Models, TensorFlow Lite for Android, Image Recognition and Classification

Integrating Machine Learning Models into Android Apps

TensorFlow Lite for Android, ML Kit for Firebase, Custom Model Deployment, On-Device Machine Learning vs. Cloud-based ML

Advanced Topics in Android ML Development

ACHIEVE, Filtering, Ideation, Navigation, Expertise. Expertise refers to deep knowledge and proficiency in a particular subject or skill area. This topic may explore how expertise is developed, maintained, and transferred, covering aspects such as deliberate practice.

Building Intelligent Android Applications

Designing ML-powered UI/UX Experiences, Implementing Smart Recommendations and Personalization, Creating Interactive Chatbots and Virtual Assistants, Developing ML-based Gaming and Entertainment Apps, Enhancing Security with ML Algorithms, Predictive Analytics and Forecasting in Mobile Apps, Automated Content Generation and Curation, Sentiment Analysis and Customer Feedback, Gesture Recognition and Control, Context-aware and Adaptive Interfaces, Integrating Augmented Reality with ML, Real-time Data Processing and Analysis, Health and Fitness Tracking with ML, Energy Efficiency and Battery Optimization using ML, Cross-platform Machine Learning Solutions