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| **Start Day** | **End Day** | **Total Day** | **Topic** | **Objective** | **Story** |
| 1 | 1 | 1 | Android Development Environment and Create First Android Project | Learn how to setup android environment and get knowledge about basic structure of android framework |  |
| 2 | 2 | 1 | Android Fundamental, device variations and Android App Components | The main objective of this topic is to be familiar with android development mechanism, for example, programming language, editor, SDK, and other relevant tools. Android has different screen size devices. Learn to manage those screens and the tips and tricks to handle these different size screens and learn about android app components. |  |
| 3 | 5 | 3 | **Programming Language** | Objective of this session is to know the basic of java programming language and get the object orientation-programming concept. |  |
|  |  |  | Java Fundamental (day-1) |  |  |
|  |  |  | OOP (day 2&3) |  |  |
| 6 | 8 | 3 | Implement Android Activity, Intent and Manifest | Objective of this session is understanding and implementation of android activity. This section will cover activity creation, activity life cycle callback methods and implementation of callback methods, activity to activity calling, passing data from one activity to another and finally application launching. | User Story: 01 |
| 9 | 11 | 3 | Implement Android Layout   1. Learn about android input control 2. Learn about different types of layout (Relative Layout, Linear Layout, Frame Layout, Table Layout) 3. Using application resources 4. Using styles and themes 5. Implement Layout with relevant input control | Objective of this session is learners have proper knowledge about android layout and input controls so that they can prepare any kind of user interface as per requirement. | User Story: 1  User Story: 2  User Story: 5  User Story: 21 |
| 12 | 12 | 1 | Input Control Events | Objective of this session is to learn about different input control events such as click event, touch, tap, long press, input focus lost etc. | User Story: 2 |
| 13 | 14 | 2 | Implement OOP Model | To learn OOP model with functional implementation. | User Story: 6,7 |
| 15 | 16 | 2 | Implement List view with default adapter implement custom adapter | Learn to represent data into list with both default and custom layout. | User Story: 4 |
| 17 | 19 | 3 | Data Storage   1. Implement System Preference 2. Implement SQLite | Learn to store information into system memory and implement CRUD (Create, Read, Update and Delete) operation with SQLite | User Story: 2, 3, 6, 7, 8 |
| 20 | 20 | 1 | Project Implementation | Objective of this session is to recap previous session, practical implementation on project and testing. | User Story: 1,2,3,4 |
| 21 | 22 | 2 | Action bar implementation | Learn use of action bar and implement it on practical project. | User Story: 5,6,7,8 |
| 23 | 23 | 1 | 1.Use android provided intents, for example calendar  2.Project implementation | Learn to use different intents and use it in their application. | User Story: 12, 13, 14,15,16 |
| 24 | 24 | 1 | Project Implementation | Recap previous session and implement project | User Story: 9, 10, 11 |
| 25 | 25 | 1 | Project Implementation | Recap previous session and implement project | User Story: 18, 19 |
| 26 | 27 | 2 | Implement Google Map | Objective of this session is to implement Google Map on learners project and find his/her current location on map. This session will also cover different location findings and plot on map. | User Story: 21, 22, 34 |
| 28 | 29 | 2 | File Processing   1. Capture PHOTO / Upload from Gallery 2. Save Photo into Phone Memory 3. Display photo into Gallery | Objective of this session is to know the Image/File Processing and image representation in android application. | User Story: 24, 26, 27 |
| 30 | 31 | 2 | Image Editing and Free hand drawing | Learn to crop image, rotate image and edit image with free hand drawing | User Story: 25 |
| 32 | 32 | 1 | Image Operation (Scaling, rotation, zoom in/out) | Objective of this session is to learn gesture implementation so that learners can preview image with some basic controls such as scaling, rotation, zoom in/out | User Story: 28 |
| 33 | 33 | 1 | Project Implementation | Recap previous session and implement project | User Story: 29, 30, 31 |
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| 34 | 36 | 3 | Android and web implementation   1. Data saving into web server with API using async task 2. Retrieve data from web server async task |  | User Story: 23 |
| 37 | 37 | 1 | Implement Ad Mob |  |  |
| 38 | 38 | 1 | Implement InApp Purchase |  |  |
| 39 | 40 | 2 | Prepare Play Store |  |  |