Welcome to ineuron.ai

Android Programming with Machine Learning Apps

Description:

Learning Android Development with Machine Learning will look great on any Android developer's CV. Machine Learning is a kind of Artificial Intelligence (AI) that allows the software to learn, explore, and predict outcomes without the need for human intervention. Machine learning has been employed in a variety of industries, and it is currently being actively used in the creation of mobile applications. Machine learning algorithms can analyse specific user activity patterns and respond to search queries with ideas and recommendations. This course will teach you how to use Android with Machine Learning .

Start Date:

Doubt Clear Time:

Course Time:

Features:

Course material

Course resources

On demand recorded videos

Practical exercises

Quizzes

Assignments

Course completion certificate

What we learn:

Android Studio fundamentals

Theme customization

Buttons and toasts

Fully customized Gradles

Android elements and components

SQLite database

JSON and APIs

Firebase

Machine Learning in Android

Various projects

Requirements:

System with minimum i3 processor or better

At least 4 GB of RAM

Working internet connection

Dedication to learn

Instructor:

Name:

Hitesh Choudhary

Description:

I like to make videos related to code and tech in my free time. I also lead a few tech teams in startups, help in hiring talent for companies. I am also on a part time traveller, with 31 countries checked off so far!

>Introduction to Android P development:

>>Pep talk - Do not skip

>>Tools that we will need

>>Android History

>Windows installation and setup:

>>Installation of Android studio in WINDOWS

>>AVD configuration and Hello world for WINDOWS

>MAC setup and installation:

>>Installation of Android - MAC

>>Setting up Android Virtual device and config

>Tour theme and App icons:

>>Creating a project - API levels

>>Exploring files in directory structure

>>A tour of Android studio and customization - part 1

>>A tour of Android studio and customization - part 2

>>Theme customisation and app on real device

>>Problems in App icon - Customization

>Buttons and toasts:

>>Button Customization

>>Click events for buttons

>>Assignment Solution

>>Methods and buttons

>>Basics of Toast and assignment

>>Shorter toasts

>Fully Customized Toasts and Gradles:

>>Basics setup for custom layouts

>>Preparing custom layouts

>>Customized layout inflation

>>Designing Elements in Linear layout

>>Gradle documentation

>>Final customization with gradle

>Components Tour of Android

elements:

>>Components tour

>>Exploring text fields

>>Buttons and widgets in android

>>Understand layouts in Android

>Dice Roller app:

>>Designing assets for dice game

>>UI for DiceRoller

>>Writing code for diceRoller

>>Your assignment for this section

>Fun Background app:

>>Fun Background Design

>>Code part - fun background app

>Animated Login App:

>>Design assets for project AnimatedLogin

>>Applying animations in layout

>>Button Customization for app

>>Everything about button Customization

>>1 more thing about buttons

>Truth Dare Game:

>>Setting up UI for Truth dare game

>>Code for Game and assignment

>Components of Android App:

>>Country Selector App - UI

>>Country Selector App - Code

>>Quick Change App

>>Burger Rating app - UI

>>Burger Rating app - code and assignment

>>Seekbar implementation

>>Uploader App UI

>>Uploader App Code with thread

>>Date Time picker in Android

>Currency Converter app:

>>Design of currency Converter app

>>Design of currency Converter app part 2

>>Handling Empty input and Assignment

>3 Apps - Drumpad, examTimer,

Music Player:

>>Going to a new screen

>4 Apps - Drumpad, examTimer,

Music Player:

>>Passing multiple values from intent

>5 Apps - Drumpad, examTimer,

Music Player:

>>MediaPlayer Class

>6 Apps - Drumpad, examTimer,

Music Player:

>>Setting layout for DrumPad App

>7 Apps - Drumpad, examTimer,

Music Player:

>>DrumApp code and assignment

>8 Apps - Drumpad, examTimer,

Music Player:

>>Exam Timer App design

>9 Apps - Drumpad, examTimer,

Music Player:

>>MusicPlayer App UI

>10 Apps - Drumpad,

examTimer, Music Player:

>>Exam Timer App code and sound

>11 Apps - Drumpad, examTimer, Music Player:

>>Finishing Music Player app and Rockers

>Recycler and Card Views:

>>Recycler and Card Views Introduction

>>Custom layouts and getters

>>ArrayList for views

>>10 Step guide for custom adapters

>>Main config for Insta cards

>>Refactoring the data

>>Add and remove Cards

>SQLiteDatabase App - Student Record:

>>Introduction to database - UI setup

>>Database Helper introduction

>>Insert and Update data using helper

>>CRUD helper in Sqlite

>>Helper for showing messages

>>Adding data in sqlite

>>Getting data and handling cursor

>>Getting all data at once

>>Update and deletion of data

>Jason and API apps:

>>What is API and JSON

>>Converting regular objects in JSON

>>Json to regular objects and Serialized name

>>Objects inside an object

>>Array in an object

>>Volley and API Introduction

>>Fetching an API request

>>Singleton in Volley

>Firebase - Amazing Online database:

>>Section Intro

>>What is Firebase?

>>Exploring Firebase for Android

>>Setting layout for login system

>>User Registration System

>>User login & logout

>>Firebase Database - Rock Paper Scissor Online Game

>>Understanding Firebase Database

>>Running game on multiuser

>>Setting user registration system to database UI

>>Setting user registration system to database - code

>>Getting complex user data from database

>>Firebase Image Uploader Part 1

>>Firebase Image Uploader Part 2

>Machine learning - Face and Smile detection app:

>>Machine Learning KIT in Firebase

>>Connecting with MLKIT online

>>Custom assets and gradle

>>Firebase app initializer

>>Inflating result dialog box

>>Open a camera on a REAL device

>>Final code for Face and smile detection

>Machine Learning - Text Detection app:

>>Text Recognition app

>>How to download exercise files

>>Adding Custom Assets

>>Firebase initializer

>>Result Activity

>>Firecamera in our app

>>Text Recognition and Debug

>How to publish app on store:

>>How to publish app on store