



App Building Using Android

Description:

This course will teach students how to use core Java programming to create mobile apps. Create your first Android app with Android Studio, learn how to run it on a device or emulator, and add interactive widgets and objects to your app. You will learn how to use Android Studio to get started with Android development and how to publish your own apps on the Google Play store.

Start Date:

Doubt Clear Time:

Course Time:

Features:

- # Online Instructor-led learning
- # Practical Implementation
- # Integrate academic knowledge with the tech

- # Real-time Project
- # Live Class Recording
- # One to One Doubt Clearing
- # Assignment in all the Module
- # Quizzes
- # Career Counselling
- # Completion Certificate

What we learn:

- # Introduction to JAVA
- # Activity in android
- # View in android
- # Widgets, Pixel, and Layout
- # Adaptors in android
- # Intents in android
- # Gestures and Fragments
- # Data Storage
- # Database storage
- # Creating android projects

Requirements:

- # System with Internet Connection
- # Interest to learn
- # Dedication

Instructor:

>Introduction to the course:

- >>What is Android?
- >>Android platform architecture
- >>Basic requirements to create your own app
- >>What is Java?
- >>Role of Java in Android development
- >>Android Versions
- >>Challenges of Android development
- >>Downloading Android Studio
- >>What is Android studio?

>Assignment 1::

- >>Name the other mobile operating systems?
- >>Write down the market share ratio's of mobile operating systems?

>Android studio installation:

- >>Installing Android studio
- >>Overview of the interface
- >>Basic App development workflow with Android studio
- >>What is Android virtual device?
- >>What is Android physical device?

>Assignment 2::

- >>Create your own 'Hello world!' app in Android studio

>Introduction to JAVA:

>>What is Java programming language?

>>What is Inheritance?

>>What is class and methods?

>>What is loop?

>>What is variable and objects?

>Assignment 3::

>>Why is Java not a pure object oriented language?

>Activity in Android:

>>What is Activity?

>>Activity life-cycle

>>Methods of activity life-cycles

>>What is Manifest files?

>>Configuring manifest files

>>What is Toast in Android?

>>How to create a Toast message?

>Assignment 4::

>>Create a simple app and add a toast message into it.

>View:

>>Introduction to View group class

>>Introduction to View class

>>What is Linear View?

>>What is Relative View?

>>What is Absolute view?

>>View attributes

>>What is TextView?

>>What is EditText?

>>What is Button?

>>Working with images

>>What is radio button?

>>what is check boxes?

>Widgets, Pixels and Layout:

>>What are Widgets?

>>What are Properties?

>>How to add Properties to widgets?

>>How to add Properties to widgets using Java?

>>What is multiple widgets?

>>What is Pixels?

>>What are Density Pixels?

>>What are Density Independent pixels?

>>What is Layout?

>>How to add Layout to activity?

>>What is Grid Layout?

>Adaptors in Android:

>>What are Adaptors?

>>Types of Adaptors

>>What is List view?

>>Steps to implement List view

>Intents in Android:

>>What is Intent?

>>What are the different types of Intent?

>>Fundamental use cases of Intents

>>Passing data

>>Types of Data

>Gestures and Fragments:

>>What are Gestures?

>>How to use Gestures?

>>What are Fragments?

>>How to use Fragments?

>Data Storage:

>>Introduction to data storage

>>Shared preferences

>>Modes and Creation of shared preferences

>>What is Internal storage?

>>What is External storage?

>Database storage:

>>What is Database?

>>What is SQLite Database?

>>Database creation and version management

>Publishing App:

>>What is Google app store?

>>How to publish apps to Google app store?

>Project 1:

>>Create your own scientific calculator app

>Project 2:

>>Create your own app which includes clock and stopwatch