**Android with Java**

**INTRODUCTION OF OOPS**

1. Java features
2. Java Class Structure and its member
3. Main method in java.
4. Printing in Java
5. Java Coding Convention
6. Java Data Types
7. Typecasting
8. Operators in Java
9. Method declaration in Java
10. Method calling in Java
11. Method overloading in Java
12. Constructor
13. Arrays
14. Conditional and looping Statement in java
15. Method Overriding
16. Field Hiding
17. Use of this and super keyword
18. Constructor chaining using this() and super()
19. Abstract Classes, Final Classes
20. Interfaces
21. Reference assignment
22. Use of instanceof operator
23. Garbage Collections
24. Enum types

**PACKAGE DECLARATION**

1. Introduction to all predefined packages
2. User Defined Packages
3. Access Specifies

**EXCEPTION HANDLING**

1. Introduction
2. Pre Defined Exceptions
3. Try-Catch-Finally
4. Throws, throw
5. User Defined Exception examples

**INNER CLASSES**

1. Introduction
2. Member inner class
3. Static inner class
4. Local inner class
5. Anonymous inner class

**FUNDAMENTAL CLASSES**

1. Object
2. String
3. StringBuffer/StringBuilder
4. Math

**WRAPPERCLASSES**

Byte, Short, Integer, Long, Float, Double, Character,

Boolean.

**COLLECTION FRAME WORK**

1. Java.util Package interfaces, List, Set, Map
2. List interface & its classes
3. Set interface & its classes
4. Map interface & its classes
5. Generics

**MULTITHREADING**

1. Introduction
2. Thread Creations
3. Thread Life Cycle
4. Life Cycle Methods
5. Synchronization

**Android:**

* Introductions

1. What is Android?
2. Setting up development environment
3. Dalvik Virtual Machine

* Application Structure

1. AndroidManifest.xml
2. Uses-permission
3. Resources & R.java
4. Assets
5. Layouts & Drawable Resources
6. Activities and Activity lifecycle
7. First sample Application Android App Fundamentals

* Emulator-Android Virtual Device

1. Launching emulator
2. Editing emulator settings
3. Emulator shortcuts
4. Logcat usage
5. Introduction to DDMS

* The User Interface and Controls
* Graphics and Styling
* Supporting Multiple Screens
* Animation and Graphics
* Menus and Dialogs
* Notifications and Toast
* Working with Media
* Preferences and Data Storage
* Locations and Maps
* Creating a Home Screen Widget
* Publishing Your App