

Android labs – 2020/21

Learning resources	1
#1- Introduction to the development workflow and tools	1
Readings & learning resources	1
Lab	1
HW/checkpoint assignment	1
Explore	2

Learning resources

- [Android documentation](#): tutorials, API documentation, tools, best practices,...
- [Android training](#), including [courses by Google](#)
- Android [Courses at Udacity](#) (by Google staff members)
- R. Meirs' "[Professional Android](#)" Book
- [CodePath](#) Android Cliffnotes: very good collection of topics on Android development.

Lab #1- Introduction to the development workflow and tools

Readings & learning resources

- Required: concepts for [Lesson 1 and Lesson 2](#) in [Android Developer Fundamentals course](#)
- Optional: [slides](#) for lesson 1.* and lesson 2.*
- Optional: [Meiers' PA4](#): Chap. 2, 3 & 5.

Lab

Pre-requirements: [install Android Studio](#).

In this lab, we will complete:

1. "[Build your first app](#)" – introductory tutorial, from Android documentation.
2. [Code labs for "Lesson 2.x" \(from Android Developer Fundamentals course materials\)](#)

HW/checkpoint assignment

CA1: build an app that acts as a dialer, with a "keypad" to enter the calling number. Start with the simplest approach possible.

When you press the dial button, a call should be started (just hand-over to the "real" built-in dialer).

You should add a set of 3 "speed dial" buttons (memories); when the users does a long press on one of these "speed dials"/memories, a secondary activity is offered to allow the user to update the speed dial details (define a label and associate a phone number).



Explore

- [CodePath](#) Android Cliffnotes: very good collection of topics on Android development.