

ANDROID COURSE SYLLABUS

by AndroidManifest K P Ranjith

JAVA

Guidance on

- Introduction to Java
- OOPS refreshing concept

ANDROID

Basics

- Introduction to Android
- What is Android
- History of Android
- Android versions History
- How & what we use for [CODING, UI, STORAGE (C/S)] in Android
- Introduction to Android Apps Development TOOL
- What is Activity
- Developing a Simple Android Log In screen UI design
- Types of Layouts in Android
- Introduction to Android Java class file, Its structure.

Into the Android Apps Development

- Creating a simple Toast Message Application on click of a button
- What is Android Virtual device (AVD)
- How to create Android Virtual Device (AVD)
- How to run our App on our own Android device

- Android Activity Lifecycle
- Android Menus
- Creating Alert dialog box in Android
- Basic widgets in android, Creating a Simple user registration page UI
- Getting data from widgets
- Intents
- Creating a new Activity
- Passing Data between Activities
- WebView
- What is Android Manifest file
- What is build.gradle file
- Date and Time picker
- Playing Audio and Video in android
- Listview, gridview, Spinner
- Turn on Wi-Fi, Bluetooth programmatically
- Sending SMS and Mail programmatically
- StartActivity for result
- Types of Intents
- Creating Notifications in Android
- Animation in android
- Sensors in android
- Basic Components of Android
 - > Activity
 - > Intent
 - > Broadcast Receiver
 - > Services
 - > Content Provider
 - Sharing data between Applications

Android Advanced

- Effective usage of Android Templates
- Shared Preferences
 - Sharing data between Activities.
- Internal and External storage
 - Creating a file in internal storage and external storage
 - Adding data to those files programmatically
- Android Fragments,
- Creating Navigation drawer and loading different fragments on clicking different MenuItem.
- SQLite Database, Create Retrieve Update and Delete operations with it
- Creating a Login and Sign-Up Application using SQLite Database
- Finding the current location using Google maps
- Internet based Applications –
 - Web Service –
 - JSON,
 - AsyncTask,
 - HTTP classes
- How to import and Export codes
- How to use Third party library projects and integrating it to our App
- Working with GitHub codes
 - Loading projects from Github URL
 - Uploading codes from Android studio to Github repository
 - How to searching and selecting the best library projects
- Procedures to Launch your App on Play store.
- Firebase
 - What is firebase
 - How to save and retrieve data from Realtime Database
 - How to save and retrieve data from Cloud Firestore
 - How to set up crashes using firebase
 - Firebase Cloud Messaging (FCM)
 - Google Analytics set up
 - AdMob set up

- Final projects based on student's or trainer idea. Guidance for completing will be provided.

- plus

Tasks will be given on everyday after the class.

- plus

Will set up the Android studio tool in your personal system [Latest Android Studio 4.2.2]

- plus

Will provide you the package of working simple codes (I simplified the complex codes to easy and understandable codes)

- plus

Guidance on latest Android learning enhancement links

- plus

personal care and dedicated care on your Android learning process. :)

Thanks,

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