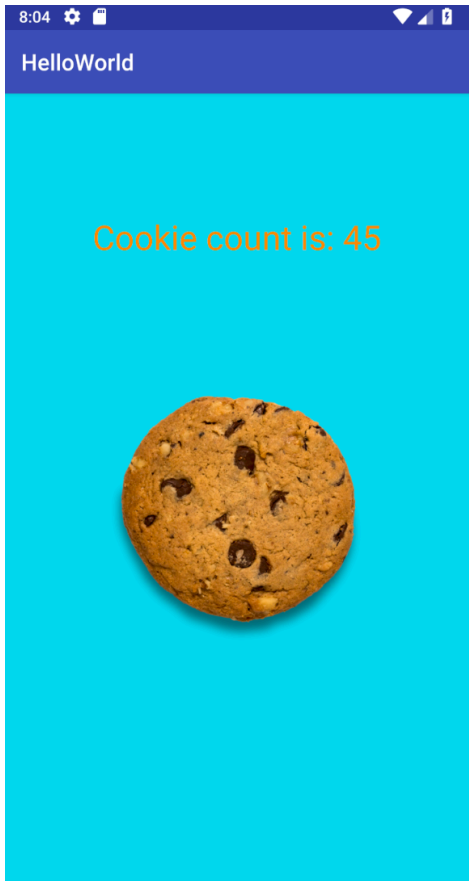


ANDROID CURRICULUM

1 - 4 —> Introduce some basic features of the android framework and get used to UI Elements and how to connect them in code from XML.

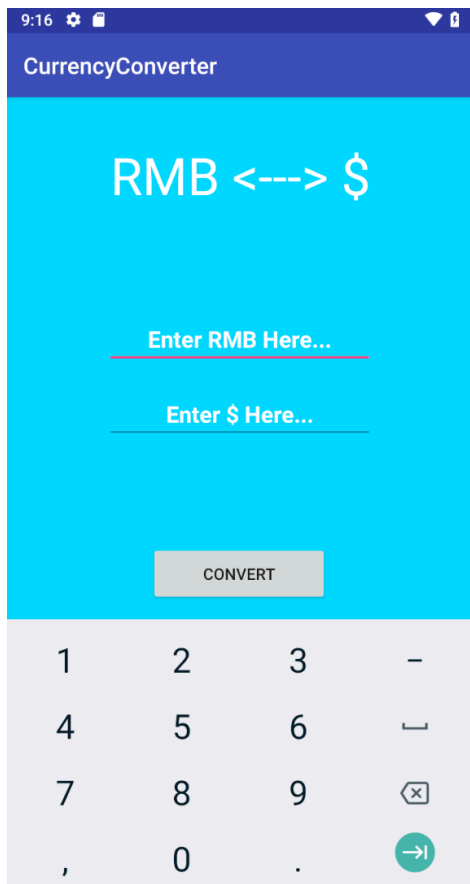
5 —> Get exposure to various libraries and how to integrate them into an application.

- 1. Cookie Clicker**
- 2. Currency Converter**
- 3. Basic 4F Calculator**
- 4. Connect 3**
- 5. Guess That Food**



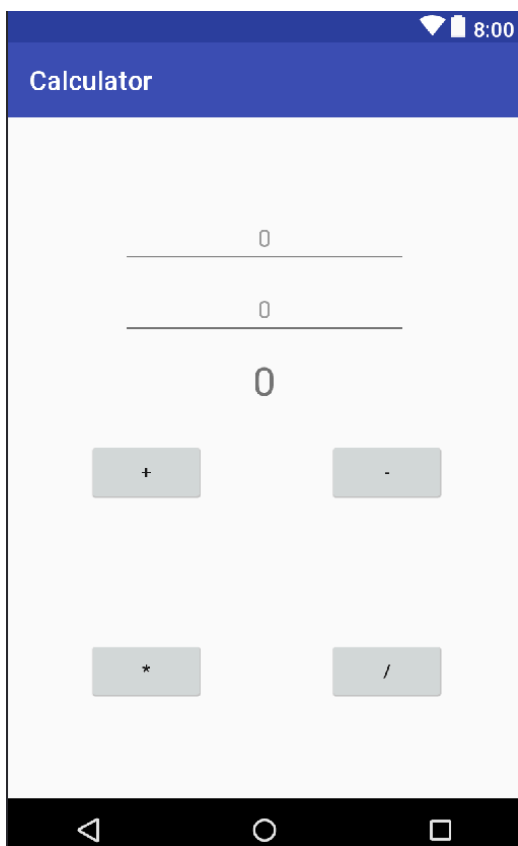
Project 1.0 Cookie Clicker -> An Image

View Cookie that when pressed increments the counter which is then displayed in a text view on top to show how many times the cookie was pressed. Make bounce, fadeIn fadeOut, and shrink grow animation occur for when the cookie is clicked.

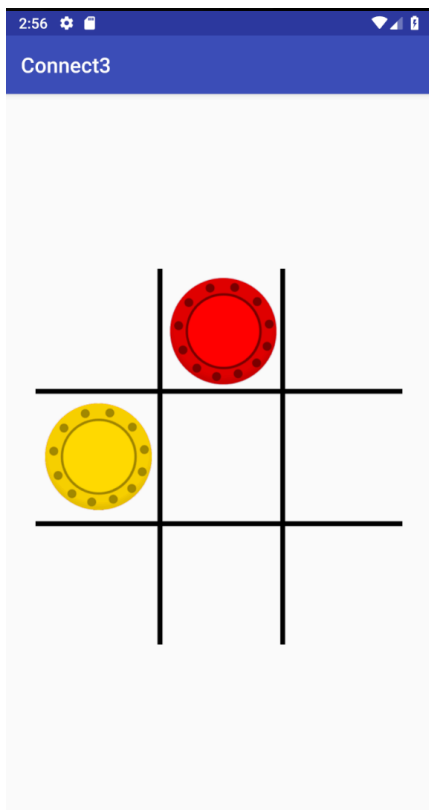


Project 2.0 Currency Converter -> Two input fields with a convert button in between that when pressed converts the non empty field and places converted currency into other input field. For this example use RMB to US\$. Validate ALL Input.

Project 2.1 Currency Converter -> Make it so as you type in one field it should automatically convert that value into the other field. Remove button.



Project 3.0 Basic 4F Calculator -> Two input fields, One output field, and 4 buttons for the basic operators. Show result in Alert Dialog after clicking on a button as well as in the output field.



Project 4.0 Connect 3 -> Make connect 3 (Tic Tac Toe) from 9 buttons or Image Views. Use GridLayout inside of a Relative Layout with col and row as 3. When Pressed should animate itself in. On Win, Lose, Or Tie should display alert dialog and then clear board after confirming Play Again.

Project 4.1 Connect 3 -> Delete the 9 buttons and instead of using design editor or xml dynamically create the buttons programmatically (through code only). So the xml can only contain your grid layout no buttons or image views.

Project 4.2 Connect 3 -> Add a sound like a click or a glass shatter or money when the red or yellow chip is placed on the board.

Project 5.0 Guess That Food -> Randomly select an image from drawable folder and place it in a big image view on the main page. Show a list of possible options to guess from like choices A,B,C,D with the names of the possible foods inside a clickable button. After clicking the button choice show if it was right or wrong in an Alert Dialog and then move on the next random selection. It should be like a game show keep track of current points and have 5-10 rounds.

Project 5.1 Guess That Food -> Instead of images from the drawable folder, use an array of strings which contain URL's and then use the Picasso library to dynamically load image from url into image view.

Project 5.2 Guess That Food -> Use Google Custom Search Api to take string of food name and get first google image search result to use. Use Butter Knife API for view dependency injection.

Project 6.0 Learning Constraints -> Follow this tutorial all the way and learn how to use percents for Constraint View so it scales for every device possible. It's very important to learn at least one way to make apps scale for different screen sizes.
<https://proandroiddev.com/getting-your-constraints-right-constraintlayout-786254ed1166>

Project N Learning Map View -> Triangulate middle location between three points to find restaurants or areas of interests in-between those three individuals geolocation coordinates.