How to become an Android Developer

If you want to become an android developer for 2021 and beyond, this guide will help you!

Why Android? - Well, Android takes up almost exactly two thirds (64%) of all [Mobile OS platforms!](#) It's readily available, easy to use/learn/etc.

With faster IDEs/Phones/Computers and high demand, this is the best time to learn android development & design

Common Questions and difficulties I faced

➔ Which platform to use Java? Kotlin? Flutter? React Native? Xamarin?
➔ How do I make money in college?
➔ How much money will it take?
➔ How much time will it take?
➔ How will this not impact my placement study?
➔ What should be the strategy and resources
➔ How to create a game line PubG/GTA?

Some advantages of learning Android Development

1) Great Salaries
2) Outside Job Opportunities (Freelancing, App Owner etc.)
3) Can make you a lot of side money in college

Requirements

1. A basic Laptop with 4GB ram and 64 bit OS will do. [More here](#)
2. SSD will give you a performance boost!
3. Extra RAM will give you a boost
4. Using your phone instead of AVD will give you a boost if your computer is low on resources

Types of Applications - Native and Hybrid Apps

1. Native apps - Design for a particular android os
2. Hybrid apps - Design for multiple android os

Hybrid apps advantages:

➔ Can build for multiple platforms

➔ Easy to learn
➔ Many companies use specific tools. See [Showcase](#) for more

Hybrid apps flaws:

➔ Absence of free advanced tools.
➔ Flaws due to hardware
➔ Costly license(like in Xamarin)/paid plugins and tools
➔ Low performance at times
➔ [Read more here](#)

XML vs Java Code

➔ XML consists of the views and viewgroups.
➔ Java/Kotlin contains the logic

Job Roles

1. Android Developer
2. Android Engineer
3. Android Testing

Free Learning Resources

★ Android Resource #0 - [Learn Java](#)
★ Android Resource #1 - Learn Android In One Video ([CodeWithHarry](#)) **(ETA: 1-2 days)**
★ Android Resource #2 - [Android Developer Fundamentals + Advanced (Java)](#) **(ETA: 30 days)**
★ Android Resource #3 - [Android Course by CodeWithHarry](#) **(ETA: 15 days)**
★ Android Resource #4 - [Udacity Developing Android App](#) **(ETA: 1.5 months)**
★ Android Resource #5 - [Documentation & Official Samples](#)
★ Android Bonus Resource - [Android Launcher icon](#)
★ Android development is a never ending learning process. You build → you earn → you learn → you repeat!

How to make money?

➔ Freelancing - App dev, Bug fixing, design, etc
➔ Play Store + Admob
➔ Internship/Jobs

Other Resources you need to learn

1. Git + CI/CD
2. Database design fundamentals
3. Admob API
4. [Unity for](#) Complex Games!
5. Data Structure & Algorithms

Stay up to date with the technology as it keeps evolving!