**Module 1: An Overview of Android**

1 Introduction to Android

2. Setting up Android Development Environment

3. Writing Your First Android Application

**Module 2: An Android Application Design Essential**

1. Understanding the Anatomy of an Android Application
2. Defining your application using the AndroidManifest File
3. Managing Application Resources

**Module 3: Android User Interface Design Essentials**

1. Exploring User Interface Screen Elements
2. Designing User Interfaces with Layouts
3. Drawing and Working with Animation

**Module 4: Using Common Android APIs**

1. Using Android Data and Storage APIs
2. Sharing data between Application with content provides
3. Using Android Networking APIs
4. Using Android Web APIs
5. Using Location-Based Services APIs
6. Using Android Multimedia APIs
7. Using Android Telephony APIs
8. Using Android 3D with OpenGL ES
9. Using Android NDK (Native Development Kit)
10. Using Android’s Optional Hardware APIs

**Module 5: More Android Application Design Principles**

1. Working with Notifications and Alerts
2. Working with Services
3. Working with BroadCastReceiver and Content Providers
4. Extending Android Application Reach
5. Managing User Accounts and Synchronizing User Data
6. Handling Advanced User Input
7. Targetting Different Device Configurations and Languages

**Module 6: Deploying your Android Application to the World**

1. The Mobile Software Development Process
2. Designing and Developing Bulletproof Android Applications
3. Testing Android Applications
4. Selling your Android Applications