ANDROID™

ANDROID™ TRAINING PROGRAMME
BY
ITS SOFTWARE PVT. LTD.

SYLLABUS

Session -1: Introduction to Android

- A little Background about mobile technologies
- Overview of Android - An Open Platform for Mobile development
- Open Handset Alliance
- What does Android run On – Android Internals?
- Why to use Android for mobile development?

Session – 2: Developing for Android: My First Android Application

- How to setup Android Development Environment.
- Android development Framework - Android-SDK, Eclipse
- Emulators – What is an Emulator / Android AVD ?
- Creating & setting up custom Android emulator
- Android Project Framework
- My First Android Application

Session – 3: Android Activities and UI Design

- Understanding Intent**,** Activity, Activity Lifecycle and Manifest
- Creating Application and new Activities
- Expressions and Flow control, Android Manifest
- Simple UI -Layouts and Layout properties
    - Fundamental Android UI Design
    - Introducing Layouts
    - Creating new Layouts
    - Drawable Resources
    - Resolution and density independence (px,dip,dp,sip,sp)
- XML Introduction to GUI objects viz.
    - Push Button
    - Text / Labels
    - EditText
    - ToggleButton
    - WeightSum
    - Padding
    - Layout Weight

Session – 4 : Advanced UI Programming

- Event driven Programming in Android (Text Edit, Button clicked etc.)
- Creating a splash screen
- Event driven Programming in Android
- Android Activity Lifecycle
- Creating threads for gaming requirement
- Understanding the Exception handler

Session – 5: Toast, Menu, Dialog, List and Adapters

- What is Menu?
- Custom Vs. System Menus
- Creating and Using Handset menu Button (Hardware)
- What are Android Themes. What is Dialog? How to create an Alter Dialog?
- What is Toast in Android?
- List & Adapters
- Manifest.xml File Update

Session – 6: Multimedia Programming using Android

- Multimedia audio formats - Creating and Playing
- Multimedia audio formats - Kill / Releasing (Memory Management)
- How to associate audio in any application
- How to associate video playback with an event

Session – 7: Database - SQLite

- IntroducingSQLite
- SQLiteOpenHelper and creating a database
- Opening and closing a database
- Working with cursors Inserts, updates, and deletes

Session – 8 : Location Based Services and Google Maps

- Using Location Based Services
- Working with Google Maps

Training Division

Session – 9: Notifications

- Notification Manager
- Pending Intent
- Notifications (Show and Cancel)

Session – 10: How to develop your own custom made Web browser

- How to use WebView object in XML
- Permission for using the Internet
- Methods for associated with 'Go', 'Back', 'Forward' etc.

Session – 11: Android Development using other Tools

- Other ways to Develop Android Applications
- Graphics / Game development using Adobe CS5.5 Flash
- How to render .apk file from Adobe Flash

Session – 12: Testing and Debugging Android Application

- Role and Use of Dalvik Debug Monitor Server (DDMS)
- How to debug android application
- Use of Step Filters, Breakpoints, Suspend and Resume
- How to use LogCat (Verbose, Debug, Info, Warn, Error, Assert)
- Use of Perspectives

Session – 13: Installation of .apk

- How to install .apk into your Android Mobile.

JOIN US

For Fee, Schedule & Registration

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Please Note : Alteration in the content / syllabus is possible depending on type and duration of training conducted