

CORE JAVA WITH ANDROID AND FLUTTER TRAINING CORE JAVA

INTRODUCTION TO JAVA

- Why Java was Developed
- Application Areas of Java
- History of Java
- Platform Independency in Java
- USP of Java: Java Features
- Sun-Oracle Deal
- Different Java Platforms
- Difference between JDK,JRE,JVM
- Java Versions
- JVM Architecture
- Installing Java on Windows
- Understanding Path Variable: Why Set Path

CREATING FIRST JAVA PROGRAM

- Understanding Text Editors to Write Programs
- · How to compile a java file
- Byte Code and class file
- How to run the class file

JAVA LANGUAGE FUNDAMENTALS EMY

- Identifiers
- Keywords
- Variables
- Literals
- Data Types
- Operators
- Comments
- Looping Statements
- Condition Statements
- Type Casting

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OOP IMPLEMENTATION (PIE)

- Why OOP
- OOP Concepts with Real life examples
- Class& it's Syntax
- Object& it's Syntax
- Reference Variable
- Constructors
- Instance(Non-Static) & Static Variables
- Instance(Non-Static) & Static Methods
- this Keyword and it's usages
- Object & Static Initializers(Anonymous Blocks)
- Understanding '+' Operator
- Inheritance& it's Syntax
- Types of Inheritance
- Object Class as Root of Java Class Hierarchy
- Variable Hiding
- Method Hiding
- Method Overriding
- Method Overloading
- Super keyword and it's usages
- Final keyword and it's usages
- Constructor Chaining
- Upcasting and Downcasting
- Static & Dynamic Binding
- Run Time Polymorphism
- Abstract Keyword(Abstract classes and methods)
- Understanding Interfaces
- Implementation of Encapsulation
- Association with Implementation

PACKAGES

- Understanding Packages
- Setting Class path
- Reading Input from Keyboard
- Access Modifiers

NESTED TYPES

- Static Nested Class
- Non-static Nested Class

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- Local Class
- Anonymous Class
- Nested Interface

ARRAYS

- General Definition of Array
- Advantages from Array
- Arrays in Java
- 1-d Arrays
- 2-d Arrays
- Jagged Arrays
- Array of reference type
- Operations on Arrays

COMMAND LINE ARGUMENTS AND WRAPPER CLASSES

- How to read command line arguments
- Wrapper Classes
- Parsing of Numeric Strings
- String representation of Primitives

EXCEPTION HANDLING

- Types of Runtime Errors
- Understanding Exceptions
- Exception Class Hierarchy TI TECH ACADEMY
- Try & Catch Blocks
- Patterns of Catch Block
- Nested Try statements
- Throw, throws, and finally
- Creating Custom Exceptions
- Checked & Unchecked Exceptions
- Assertion

WORKING WITH STRINGS

- What is String
- String Class
- Creating String Object

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- Operations on String
- String Buffer Class and it's Methods
- Difference between String and StringBuffer class • String Builder Class and it's Methods
- Difference between StringBuffer and StringBuilder

MULTITHREADED PROGRAMMING

- Multitasking: Why Concurrent Execution
- Multiprocessing v/s Multithreading
- Main Thread (Default Java Thread)
- Creating Child Threads and understanding context switching • Thread States
- Thread Group
- Thread Synchronization: Methods and Blocks
- Inter-Thread communication
- Daemon Threads
- Deadlock

I/O STREAMS

- What is I/O
- Why Need Streams
- Byte Streams and Character Streams
- Read/Write operations with file
- Scanner Class
- Object Serialization Deserialization
- Transient keyword
- File Class and it's Methods

EXTENDED & UTILITY CONCEPTS

- Generics
- Lambda Expression
- Annotations
- Object Cloning
- Vargs
- Static-import
- Static, Default, and Private Methods of Interface
- Var Type

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Java Modules

COLLECTIONS FRAMEWORK

- What is Collection?
- What is Framework?
- Collections Framework
- Core Interfaces
- Collection, List, Queue, Deque
- Set, NavigableSet, SortedSet
- Map, Navigable Map, Sorted Map
- Core Classes
- ArrayList, LinkedList, PriorityQueue, ArrayDeque
- HashSet,LinkedHasSet,TreeSet,
- HashMap,IdentityHashMap,WeakHashMap,LinkedHashMap,Tree Map
- Accessing a Collection via an Iterator
- Accessing List via ListIterator
- Accessing a Collection via for each loop
- Working with User Defined Objects
- The Comparator and Comparable Interfaces
- The Legacy classes and Interfaces.
- Enumeration, Vector ,Stack
- Hashtable, Properties

ANDROID

INTRODUCTION TO ANDROID CADEMY

- Brief history of Android
- What is Android?
- Why is Android important?
- What is OHA?
- Advantages of Android
- Android features
- Android Market

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INSTALLATION AND CONFIGURATION OF ANDROID

- Details about the software requirement
- Download and installation process of Android Studio
- Creation of AVD
- Details of AVD
- Platforms
- Tools
- Version

GETTING STARTED

- How to Select Android Version
- Step To Create Android Project
- Running Your Application
- Create Switching App
- Run Application in your Android Mobile
- Create a List by the use of Listview

INTRODUCTION TO APPLICATION COMPONENT

- What is Activity
- Activity Life Cycle
- The ManifestFile.xml
- Layout Resources
- Project File and Folder

LISTENERS NTI TECH ACADEMY

- Introduction of Listeners
- Working with Their Abstract methods
- OnClickListener
- OnLongClickListener
- OnCheckChangedListener
- OnltemClickListener
- OnltemSelectedListener
- OnKeyFocus
- OnInitListener

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ANDROID COMPONENTS

- Button
- Toggle Button
- Checkbox
- Spinner
- Progress Bar
- Radio Group
- Rating Bar
- Switch

LAYOUTS

- Linear Layout
- Relative Layout
- Frame Layout
- Constraint Layout

COMPOSITE

- List View
- Grid View
- Scroll View
- Horizontal Scroll View
- Sliding Drawer
- Web View
- Recycler View
- Card View

IMAGE AND MEDIA

- Image View
- Image Button
- Gallery
- Media Controller
- Video View
- How to Play Audio
- How to Play Video
- Audio Recording
- Video Recording
- How to Click Picture Using Camera

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- How to Set Wallpaper
- Time Picker And Date Picker

ANDROID MENU

- How To Create Menu
- Option Menu
- Context Menu
- Popup Menu

CREATING DIALOGS

- Introduction to Dialogs
- Showing and Dismissing of dialog Boxes.
- Alert Dialog
- Progress Dialog
- Threading and Handler

DATA STORAGE

- Editor
- Modes In SharedPrefrences
- ContentProvider
- External Storage
- Internal Storage
- Database Structure
- SqliteDatabase
- SqliteOpenHelper
- CRUD operation
- Handling Database

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INTRODUCTION TO SMS

- Using SMS in your Application
- Using Intent and the native client
- How to send Messages to other Mobile

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ANDROID TELEPHONY

- Launching the dialer to initiate phone
- Accessing phone and network properties and status • Reading Phone Device Details
- Reading Network Details

FRAGMENT

- Multipane Fragment
- Fragment Life Cycle
- Addition Fragment

MAPS, GEO CODING AND LOCATION BASED **SERVICE**

- Using Location Based Service
- Working with Location Manager
- Working With Location Class
- SharedPrefrences

WEBSERVICES

- What is Web Services
- Web Service Architecture
- Rest and Soap
- Parsing Techniques

• CRUD operation over Server TECH ACADEMY

FIREBASE

- Realtime database
- Cloud Storage
- Authentication

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Dart

Overview

- What is Dart ..?
- Dart Introduction
- Basic Language requirement for Dart

Environment

- Setting Up the Local Environment
- Using the Text Editor
- Installing the Dart SDK
- IDE Support

Syntax

- Your First Dart Code
- Execute a Dart Program
- Dart Command-Line Options
- Keywords in Dart
- Comments in Dart

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Basic Fundamentals

- Data Types
- Variables
- Functions
- Operators
- Loops
- Decision Making
- Numbers
- String

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Implementation of OOPs

- Classes
- Object
- Inheritance
- Interface

Collection

- Lists
- Map
- Generics
- Libraries & Packages

FLUTTER

INTRODUCTION TO FLUTTER

- Learn to set up a new Flutter project using Android Studio.
- Understand the Widget tree and learn to use pre-made Flutter Widgets for user interface design. Learn to incorporate Image and Text Widgets to create simple user interfaces. Learn to incorporate App Icons for iOS and Android.
- Learn how to add and load image assets to Flutter projects.
- Run Flutter apps on iOS Simulator, Android Emulator and physical devices.

CREATING BEAUTIFUL UI WITH FLUTTER

- Use Hot Reload and Hot Restart to quickly refresh the app UI and understand when to use each. Dependencies, custom assets, and fonts.
- An introduction to the Widget build() method.
- Learning to use layout widgets such as Columns, Rows, Containers, and Cards. Incorporating Material icons using the Icons class.
- Customise apps with Theme widgets.
- Refactoring widgets by extracting them as separate Widget classes.
- Create custom Flutter Widgets by combining smaller widgets.
- Learn to build multi-screen Flutter apps by learning about routes and the Navigator

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widget. • Understand why flutter favours composition vs. inheritance when customising widgets.

BUILDING APPS WITH STATES

- Understand the difference between Stateful and Stateless
- Widgets and when they should each be used.
- Understand how callbacks can be used to detect user interaction in button widgets. Understand the declarative style of UI programming and how Flutter widgets react to state changes. Learn to import dart libraries to incorporate additional functionality.
- Build flexible layouts using the Flutter Expanded widget.
- Understand the relationship between setState(), State objects and Stateful Widgets.

FLUTTER PACKAGES

- Learn to use the Dart package manager to incorporate Flutter compatible packages into your projects
- Incorporate the audioplayers package to play sound.
- Learn more about functions in Dart and the arrow syntax.
- Learn to refactor widgets and understand Flutter's philosophy of UI as code.

STRUCTURING FLUTTER APPS

- Learn about how lists and conditionals work in Dart.
- Learn about classes and objects in Dart and how it apply to Flutter widgets. Understand Object Oriented Dart and how to apply the fundamentals of OOP to restructuring a Flutter app.
- Learn to use Dart Constructors to create customisable Flutter widgets.
- Apply common mobile design patterns to structure Flutter apps.
- Learn about structuring and organising Flutter apps

FLUTTER APPS WITH BACKEND DATA

- Getting location data from both iOS and Android.
- Using the HTTP package to perform networking and get live data from open APIs. Flutter Database using SQLite
- Understanding how to parse JSON data using the dart:convert library.
- Understand how to pass data to State objects via the Stateful Widget.

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- Use the TextField Widget to take user input.
- Understand how to pass data backward using the Navigator widget.

FLUTTER APPS WITH FIREBASE

- Flutter with firebase Database
- Flutter with firebase Authentication
- Flutter with cloud Storage
 - TESTING THE APP
 - TROUBLESHOOTING
 - SUMMARY AND CONCLUSION



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