



**Course Outline** 

Basic Android Training

#### **Pre-requisites**



Walkthrough of the process on installing the Java Development Kit, Android Studio IDE, and the Genymotion emulator.

Introdu	0

- Windows: Install Java Development Kit
- Mac: Install Java Development Kit
- Windows: Guide to Install Android Studio
- Mac: Guide to Install Android Studio
- Hello, World: Create a New Project
- Running Hello World On Your Phone
- Running Hello World On The Emulator



Open the Hello World project created as part of the pre-requisites and discuss the following:

https://docs.google.com/presentation/d/1jGO0pKrr7mkQY4i3JqlvScP82DX LulKp8GXYljJvc4k/edit#slide=id.p

- Android Project Structure (src, res, AndroidManifest.xml, etc.)
- Gradle Build File
- Android Manifest
- Android Studio IDE





- Let us talk about the commonly used views that any Android apps can't live without.
- 2) How do you capture and handle the events thrown by each views.
- TextView
- ScrollView
- EditText
- TextWatcher
- Button
- ToggleButton
- CheckBox, RadioButton and RadioGroup
- SeekBar
- Units of Measurement (dp && sp)





Discuss the most commonly used container layouts or ViewGroups in Android.

- ( Introduction
- ✓ LinearLayout
- RelativeLayout
- FrameLayout
- TableLayout
- Choosing the Right Layout





We'll get to know what Activity is.

- Its Importance
- Passing Data from one activity to another via Intents
- Its Lifecycle
- Changing View States
- Explicit Intents
- / Implicit Intents
- Activity Lifecycle
- Managing Configuration Change States
- Activity Backstack





How do you display large amounts of data?

- Adapters and Adapter Views
- ∠ ListView
- GridView
- Custom Adapters
- View Holder Pattern
- One ListView with multiple view types
- RecyclerView with CardView





We will talk about how android manages offline data.

- Shared Preferences
- SQLite Databases



## **Source Code Samples**

https://github.com/basicdroid



