Android Developer

Pick a Language
- Kotlin
- Java

The Fundamentals
- Install Android Studio
- Learn the Basics of Kotlin
- Basics of OOP
- DataStructures and Algorithms
- What is and how to use Gradle?

Learn to use Git

Version Control Systems
- What are Version Control Systems?
- Why you should use one?

Repo Hosting Services
- GitHub
- GitLab
- Bitbucket

Build an Application
- Using Activities and Activity Lifecycles
- Building Flexible Interfaces using Fragments
- Debugging using Android Studio Debugger
- Components and their Usage
  - Room
  - Live Data
  - Data Binding
  - Work Manager
  - Navigation
- Content Providers
- Handling App Configurations
- Using Intents
- Understand Context
- 3rd Party Libraries

e.g. Glide, Retrofit, Crashlytics, GSON

Writing Robust Apps
- Security
- Testing
  - JUnit
  - Espresso
- Dependency Management
  - Dagger
  - Koin
- Concurrency
  - RxJava
  - Coroutines

Learn Multithreading
- Why would we need that?
- How to write threaded code?
- Memory Concerns
- How android uses threads internally?

Keep Learning