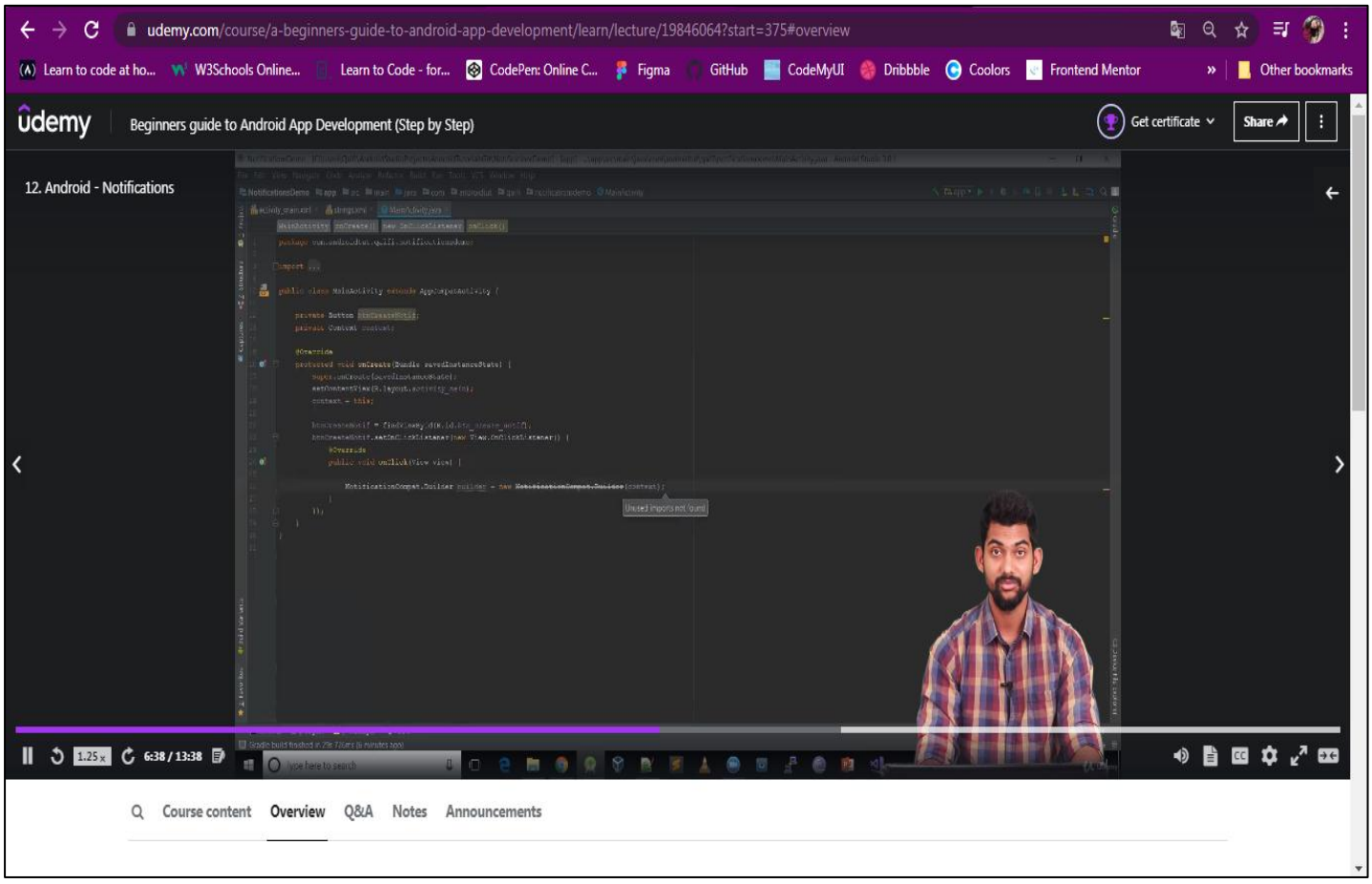
Beginners Guide to Android App Development

On August 11, I took an online course at Udemy about Android App Development and learned how to build mobile application using Java and a little info about Kotlin on Android Studio. The lesson is divided into four sections, and two sections for activities.

The first section focuses on working with display and the first thing learned are the different android layout and views. The different types of android layout are LinearLayout, RelativeLayout, FrameLayout, and GridLayout. The examples of android view shared on the course were the ScrollView, TextView, button, radio and check buttons, and EditText. After practicing what's layout is better to use in android development as well the attributes to use when coding, the next lesson talks about the implicit and explicit intents. What I learned here is, intent allows user to interact between components within the same application, intent is important in order for the android to perform an action on the screen. Now, the difference between implicit intent and explicit intent is that explicit intent specifies the component, or which one is to be called. For example, when the user clicked the login button, the user will be moved to the home activity. Meanwhile, the implicit intent provides information on available components provided by the system that is to be invoked and defines which action is to be performed for example capturing an image.

Next section is all about the storage options. As said in the lesson, android provides multiple storage options which are shared preferences, internal storage, external storage, SQLite DB, and over the network. This lesson tackles only the shared preference and SQLite with Room persistence Library. What I understand from the lesson is that, shared preferences can be used to store things like login credentials. Shared preference is very handy to use when the developer have small collection of key values. On the other hand, SQLite is used to perform database operations such as storing, manipulating or retrieving. The third section of the course talks about working with lists, and I learned about the lost view, and array and custom adapters. List view is a group of view that displays a list of items in multiple row, and automatically insert items to the list. And as I understand the adapter act as bridge between the UI component and the data source, and a simple adapter we can use is called array adapter usually used when we have single type of items that is stored in an array. Then the Custom adapter is building own adapter than using the built-in adapter that comes in android studio, and you can use it when the

adapter of your view has lot of extra functionality. The instructor also teach about the Fragments in android, so basically fragment is the reusable portion of the app's UI, and it helps in passing data between different screens and configurations. Meaning, fragments are like activities with their own xml appearance, behavior, and own life cycle callbacks. For the last two sections, we were asked to do an activity which is to make a push notification for the android app, and lastly a project called Bluetooth chat app which search nearby devices, connect to a Bluetooth to send and receive messages.



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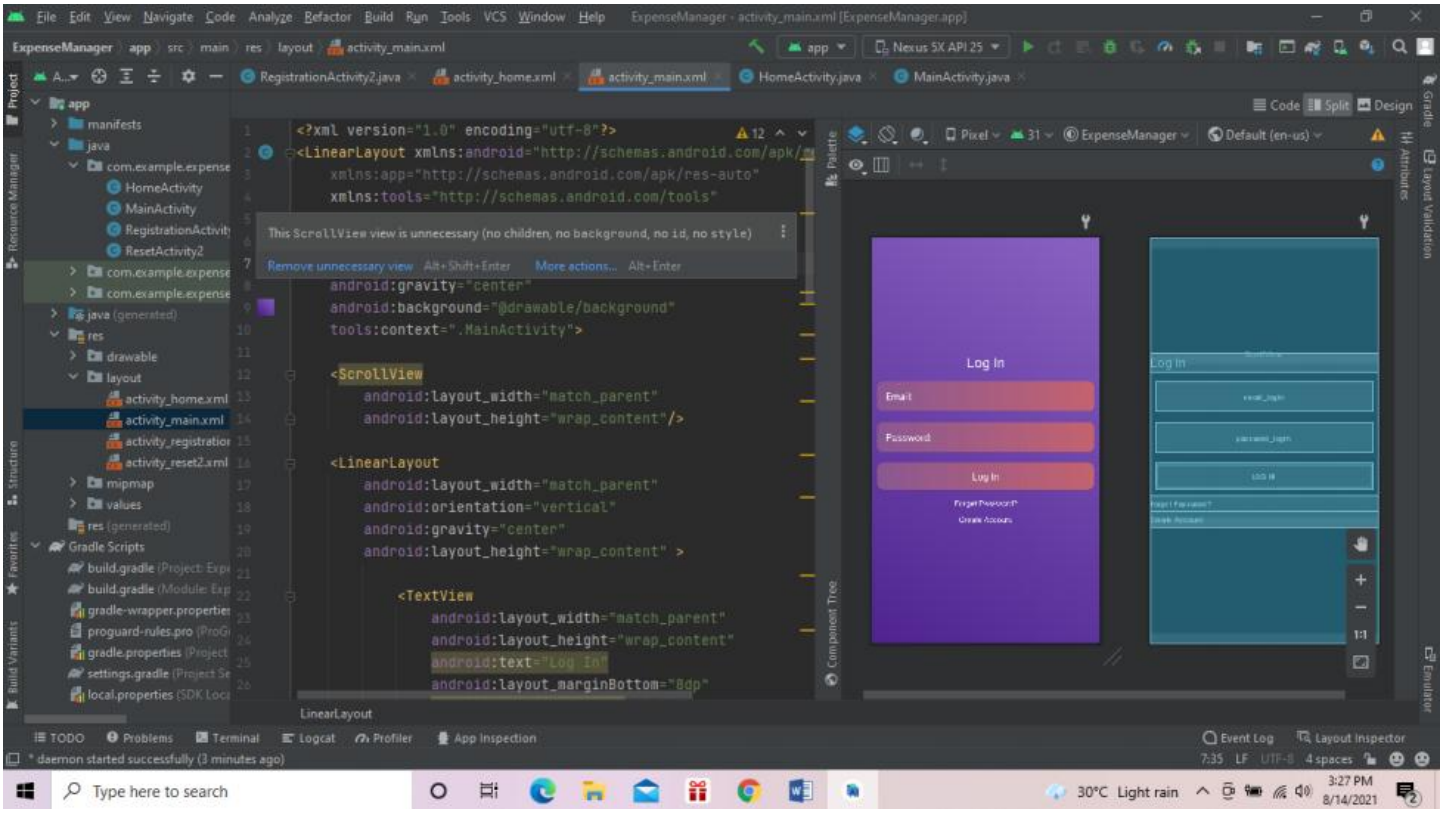
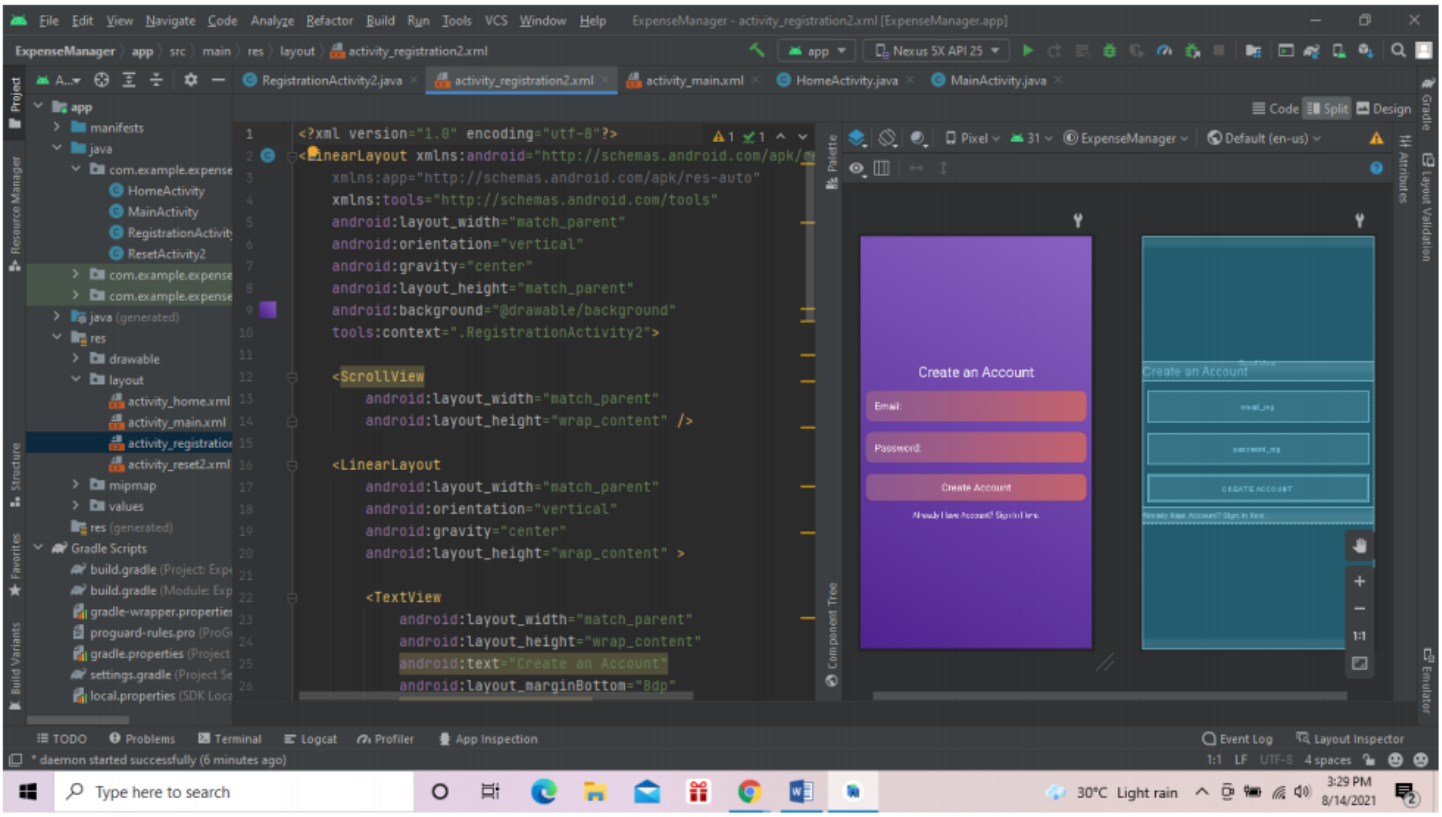
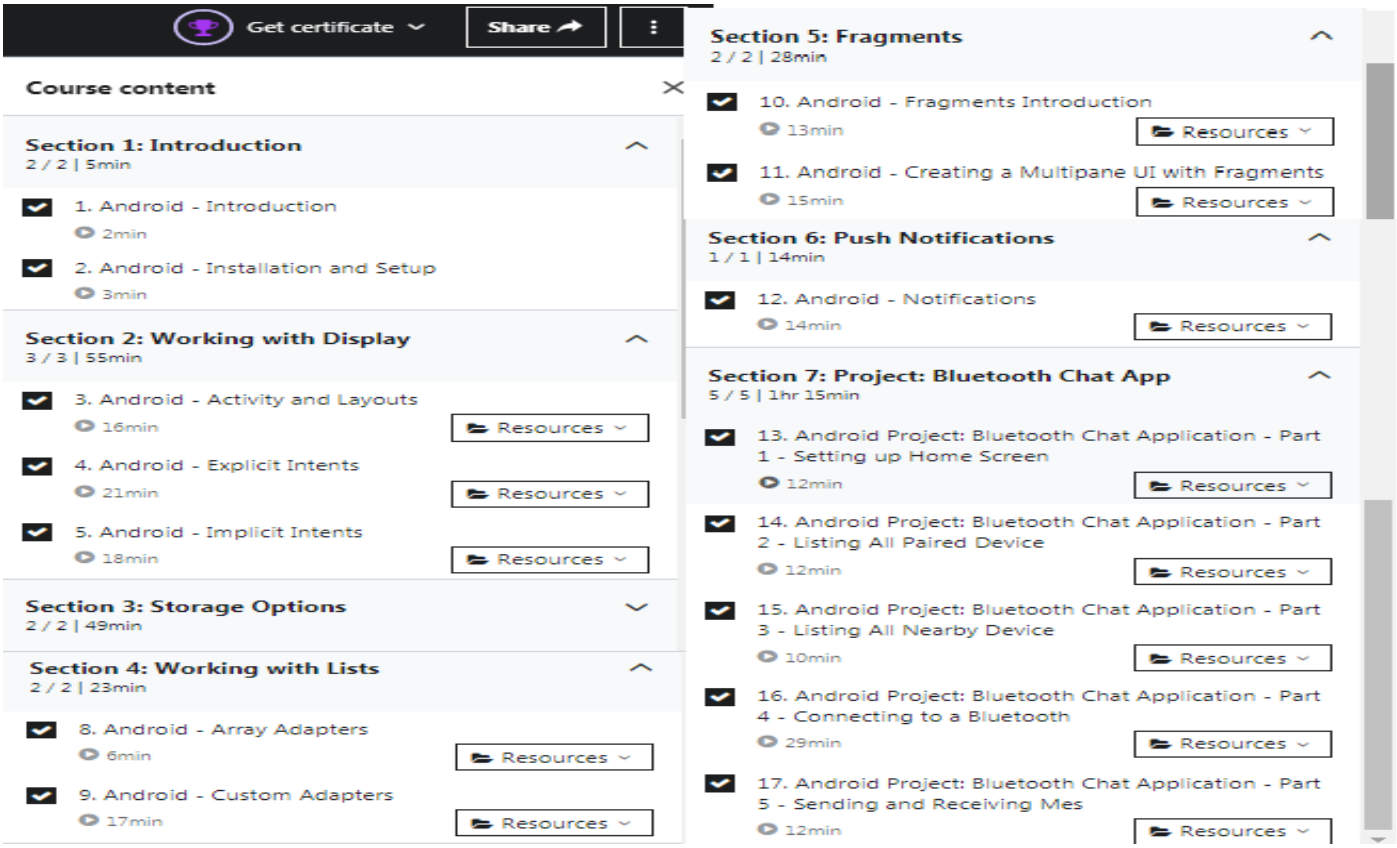


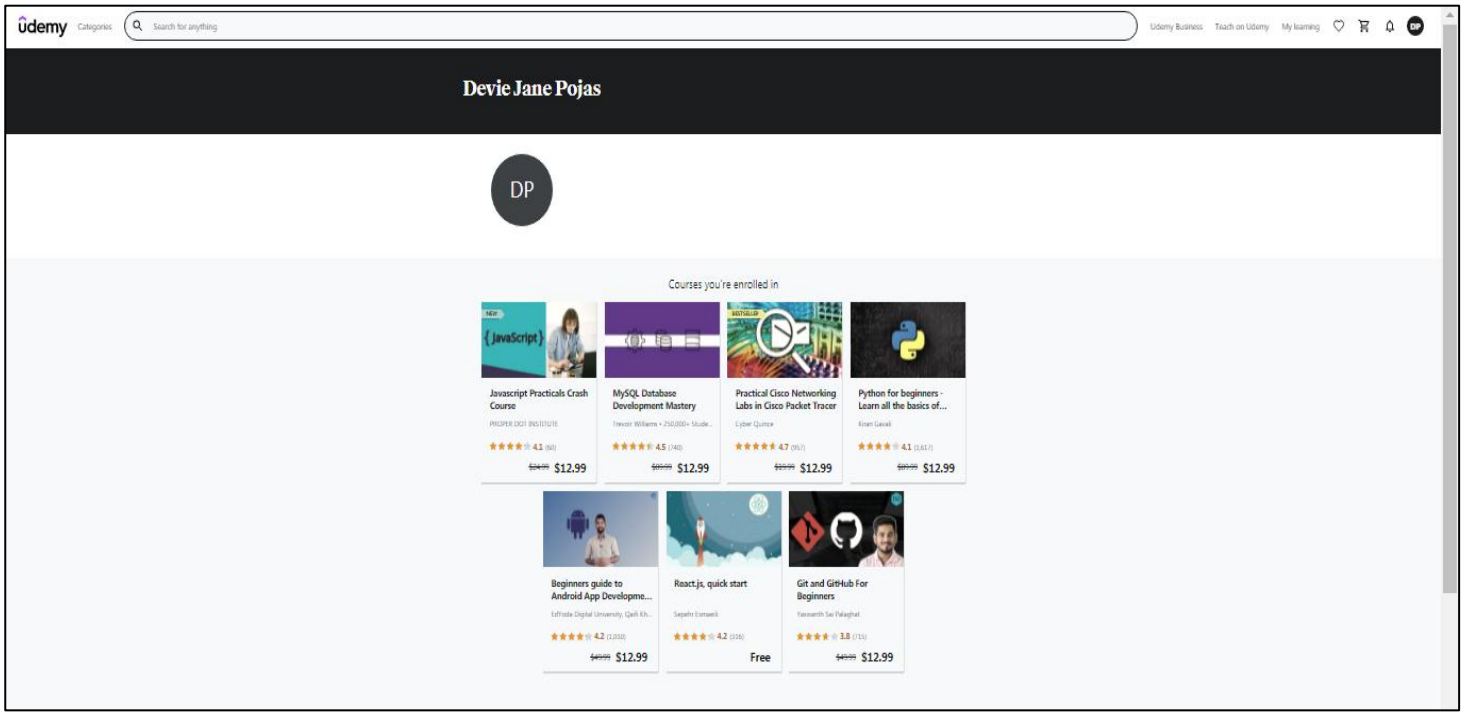
Creating Expense Manager App— Login Section Using Java on Android Studio.



Creating Expense Manager App— Create Account Section Using Java on Android Studio



Beginners Guide to Android App Development App Course History



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