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Topics that were covered in this lecture:

1. Reasons to choose Mobile Application Development
2. History and Introduction to Android
3. How application communicate with hardware
4. Linux Kernel
5. Libraries
6. Android Runtime
7. Application Framework
8. Applications
9. Application Building Blocks
   1. Activity
   2. Intent and Intent Receiver
   3. Service
   4. Content Provider
10. Generating UI
    1. Views
    2. Layouts
11. Notification Manager
12. Location Manager
13. Application Lifecycle
14. Development Tools
15. Emulator or a virtual machine