1. Project Structure, Logcat Filter, Shortcuts for functions, Manifest
2. Constraint Layout
3. UI using Java – Creating UI elements, setting ID, setting layout parameters, adding UI elements to Layout, Converting pixels to DP and setting width of a UI element with newly obtained dp
4. Grid Layout – Modifying UI element attributes from right hand side menu – id, gravity, span
5. Event Handler – attach java object to UI element by id, getonclick and onLongClick, setText operation/nteraction from backend to UI
6. Gestures – All gestures + DoubleTapListener
7. Event Handler and Gestures Combined
8. Fragments – Layout Inflator, Inserting image in project, Android SDK/Java technique of fragment to activity interaction
9. MasterDetails – Editing in template of Master Details
10. Overflow Menu - Editing in template of Master Details and interacting with Layout Color, defining onClick as an attribute of UI element instead of atta hing it to Java object
11. TransitionAndAnimation – Modifying Layout Params
12. Intent – Adding basic flow of switching from 1 activity to another, Sending info along with activity switching
13. Broadcast – Using intent for sending broadcast
14. Broadcast – Using intent for sending broadcast
15. Multithreading Example
16. Learning about services and creating an intent Service using in-built Intent Service class
17. Creating Intent Service from scratch
18. Using Android SDK/Java technique to create a bound service
19. Creating basic text list using default ListAdapter
20. Creating basic slightly advanced text and image list using custom Adapter
21. Creating and interacting with Database using SQLite
22. Playing video in app using videoView widget
23. Opening and taking photo from camera and displaying the image
24. Converting image resource to bitmap image so that it can be modified, Editing RGB values and adding filter to photo
25. Creating notification on click of a button, Redirecting to same activity on clicking on the notification
26. We can create our own styles(Combination of font,color,size) and themes and apply them as style and android:theme attributes to activities and Android Manifest respectively.
27. Using Linear Layout and Relative Layout, Using Shared Preferences (It is a service which runs even when the app closes), Android Asset Studio – Using it for icon selection and generation, Replacing default launcher icon with custom launch icon from Android Asset Studio

**Other Topics**

**Git Integration**

VCS -> Enable Version Control Integration -> Git -> Follow instructions of creating local and remote repositories. On subsequent updates simple select commit changes option

**Creating APK**

1. Hover over bottom left double square -> Build Variants -> Change debug to release
2. Build -> Generate Signed Bundle/APK -> (Create key file if required)Create key -> Chose destination where apk is supposed to be stored -> Generate apk