

Android Contains



Introduction to Android Development



Java Fundamentals for Android



User Interface Design



Activities and Intents



Android Storage and Persistence



Multimedia and Graphics



Background Processing and Services



Android System APIs and Frameworks



App Deployment and Monetization



Implicit and explicit intents



Content Providers and data sharing



Network data retrieval (HTTP, JSON, RESTful APIs)



Handling user input and events



Styles and themes



Android user interface components (layouts, views)

Android Contains



Working with images, audio, and video



Saving and retrieving data using SharedPreferences



Working with SQLite databases



File and directory handling



Drawing graphics and animations (Canvas, Drawable)



OpenGL ES for 3D graphics (optional)



Background Processing and Services



Multithreading and asynchronous programming



App Deployment and Monetization



Publishing apps to the Google Play Store



App monetization strategies (in-app purchases, ads)



App analytics and user feedback