

How to become an Android Developer

If you want to become an android developer for 2021 and beyond, this guide will help you!

Why Android? - Well, Android takes up almost exactly two thirds (64%) of all [Mobile OS platforms](#)! It's readily available, easy to use/learn/etc.

With faster IDEs/Phones/Computers and high demand, this is the best time to learn android development & design

Common Questions and difficulties I faced

- Which platform to use Java? Kotlin? Flutter? React Native? Xamarin?
- How do I make money in college?
- How much money will it take?
- How much time will it take?
- How will this not impact my placement study?
- What should be the strategy and resources
- How to create a game like PUBG/GTA?

Some advantages of learning Android Development

- 1) Great Salaries
- 2) Outside Job Opportunities (Freelancing, App Owner etc.)
- 3) Can make you a lot of side money in college

Requirements

1. A basic Laptop with 4GB ram and 64 bit OS will do. [More here](#)
2. SSD will give you a performance boost!
3. Extra RAM will give you a boost
4. Using your phone instead of AVD will give you a boost if your computer is low on resources

Types of Applications - Native and Hybrid Apps

1. Native apps - Design for a particular android os
2. Hybrid apps - Design for multiple android os

Hybrid apps advantages:

- Can build for multiple platforms

- Easy to learn
- Many companies use specific tools. See [Showcase](#) for more

Hybrid apps flaws:

- Absence of free advanced tools.
- Flaws due to hardware
- Costly license(like in Xamarin)/paid plugins and tools
- Low performance at times
- [Read more here](#)

XML vs Java Code

- XML consists of the views and viewgroups.
- Java/Kotlin contains the logic

Job Roles

1. Android Developer
2. Android Engineer
3. Android Testing

Free Learning Resources

- ★ Android Resource #0 - [Learn Java](#)
- ★ Android Resource #1 - Learn Android In One Video ([CodeWithHarry](#)) **(ETA: 1-2 days)**
- ★ Android Resource #2 - [Android Developer Fundamentals + Advanced \(Java\)](#) **(ETA: 30 days)**
- ★ Android Resource #3 - [Android Course by CodeWithHarry](#) **(ETA: 15 days)**
- ★ Android Resource #4 - [Udacity Developing Android App](#) **(ETA: 1.5 months)**
- ★ Android Resource #5 - [Documentation & Official Samples](#)
- ★ Android Bonus Resource - [Android Launcher icon](#)
- ★ Android development is a never ending learning process. You build → you earn
→ you learn → you repeat!

How to make money?

- Freelancing - App dev, Bug fixing, design, etc
- Play Store + Admob
- Internship/Jobs

Other Resources you need to learn

1. Git + CI/CD
2. Database design fundamentals
3. Admob API
4. [Unity for](#) Complex Games!
5. Data Structure & Algorithms

Stay up to date with the technology as it keeps evolving!