CSE224:FUNDAMENTALS OF ANDROID

L:2 T:0 P:2   Credits:3

Course Outcomes: Through this course students should be able to

CO1 :: outline the role of Kotin in Apps development using Android based System

CO2 :: discover to simplify and accelerate UI development in android studio environment

CO3 :: practice Localization with global users, snackbar and device Log in real time apps

CO4 :: observe communication and event passing between component

CO5 :: illustrate the control of accessing and choosing device permission of apps

CO6 :: develop menus and handle modal events

Unit I

Introduction to Android and Kotlin : Introduction to Kotlin, Variable, Data type, Operator, Control Flow, Function, Array, String, OOPs Concept, The Activity and its Life Cycle

Unit II

User Interfaces : Layout: Linear, Relative, Grid and Constraint

Unit III

Localize your app : App localization, Log, Snackbar

Unit IV

Intents and Toast : Intent Class, Implicit and explicit Intent, Toast event implementation, Action Bar

Unit V

Permissions and App chooser : Request App Permissions, Handle the permissions request response, App chooser

Unit VI

Menus and Dialogs : Option Menu, Context Menu, Popup Menu, Alert Dialog, Custom Alert Dialog

List of Practicals / Experiments:

Basic of Kotlin
- Create an application which will contain the basic concepts of Kotlin.

Layouts
- Create an application which will contain different types of layouts like linear, relative etc.

SnackBar
- Create an application based on snackbar

Intents
- Create an application based on implicit intent and explicit intent.

Toast
- Create an application which will display toast in the application.

Menus
- Create an application which will contain different types of Menus like option, context etc.

Dialogs
- Create an application to implement different types of dialogs.

Text Books:
1. BEGINNING ANDROID PROGRAMMING WITH ANDROID STUDIO by J. F. DIMARZIO, WILEY

References:
1. ANDROID APPLICATION DEVELOPMENT ALL-IN-ONE FOR DUMMIES by BARRY BURD, WILEY