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| **Activity-1: video on introduction to project sunshine** | **Start: 9:20 am** | **Stop: 9:25 am** |
| * The video is about next generation fundamentals of an android. * We’ll be using android studio for implementing mobile applications with the help of java programming language. | | |

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| **Activity-2: video on introducing project sunshine** | **Start: 9:25 am** | **Stop: 9:30 am** |
| * Google developed a weather application called as project sunshine. * Its main stream is to forecast weather across the globe. | | |

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| **Activity-3: video on a brief introduction to android studio** | **Start: 9:30 am** | **Stop: 9:35 am** |
| * Android studio is useful for developing mobile applications. * It is simple, powerful and ease of use. * IDE helps in developing and enhancing the mobile applications. | | |

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| **Activity-4: installation of android studio** | **Start: 9:35 am** | **Stop: 9:40 am** |
| Installed Android Studio Software version 3.3.2. | | |

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| **Activity-5: video on coding, github and flow** | **Start: 9:40 am** | **Stop: 9:45 am** |
| * Here, the code is divided into exercise for us. Each exercise is divided into steps. * ToDo tab help to navigate in the code from previous and next source. | | |

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| **Activity-6: video on creating our first project** | **Start: 9:45 am** | **Stop: 9:50 am** |
| * The project is to build weather application with key android concepts known as Toy application. * After, installation of android studio click on create new project. * Select empty activity template among other templates and click finish. * Android application starts working. | | |

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| **Activity-7: video on android min and target versions** | **Start: 9:50 am** | **Stop: 9:55 am** |
| * After, getting started into android studio. Click on file tab and select project structure from it. * Click on app button and go to flavors tab, where we’ll be knowing our version code and name. | | |

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| **Activity-8: video on running your code** | **Start: 9:55 am** | **Stop: 10:10 am** |
| * Android studio supports all kinds of platforms in it. * By choosing a select hardware button, we’ll be listed with different types of android devices for which we want to test our application. | | |

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| **Activity-9: video on android software stack** | **Start: 10:25 am** | **Stop: 10:35 am** |
| * Android is a four software stack, handles hardwares and power-managements. * Its base is Linux code, on top of that c/c++libs and android runtime. * On top that application framework and final is application layer. * When, we run our code it gets compiled into bytecode. | | |

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| **Activity-10: video on activities, packages and layouts** | **Start: 10:40 am** | **Stop: 10:50 am** |
| * Android application is a collection of connected components that work each other and with an android framework. * To make an app, we require Activity, Service, Content Provider, Broadcast Receiver. All these, are registered in Android manifest. * Activity is responsible to create window that our application draws. * Android stores all of its layout in .xml format. | | |

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| **Activity-11: video on exercise framing favorite toys** | **Start: 10:50 am** | **Stop: 10:55 am** |
| * Downloaded the given source code. * Created different directories for exercise and sunshine. | | |

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| **Activity-12: video on exercise toying with favorite toys** | **Start: 10:55 am** | **Stop: 11:05 am** |
| * Android uses to identify location and text fields. * For toying with favorite toys:   + Add an ID to the Textview in the layout.   + Find the ID for the Textview in the mainactivity.java source.   + Append the contents of our ToyNames string array to the Textview, followed by three line separators. | | |

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| **Activity-13: video on exercise see more favorite toys** | **Start: 11:05 am** | **Stop: 11:10 am** |
| * Add a ScrollView as a child of the FrameView in the layout editor (using either the visual tool or XML). * Set the height of the new ScrollView to wrap\_content and the width to match\_parent. * Move the existing tv\_toy\_names textview inside of our scrollview. | | |

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| **Activity-14: video on visual layout editor** | **Start: 11:10 am** | **Stop: 11:15 am** |
| * As, mentioned earlier android studio comes with four visual layouts acts as User designing app. * For better enhancement of app design layout will be useful. | | |

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| **Activity-15: video on handling different screens** | **Start: 11:15 am** | **Stop: 11:20 am** |
| * Different layouts will be useful for different devices screen. * Constraint layout won’t be useful for tv display. | | |

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| **Activity-16: video on responsive design** | **Start: 11:45 am** | **Stop: 11:55 am** |
| * We have Linear layout, Constraint layout, Grid layout which will be useful to build a perfect picture pixels. * Different devices uses different types of layouts. | | |

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| **Activity-17: video on layouts manager** | **Start: 11:55 am** | **Stop: 12: 05 pm** |
| * Responsive design deals with fitting the content of app with in a screen. | | |

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| **Activity-18: update sunshine layout and add scrolling weather** | **Start: 12:05 pm** | **Stop: 12:25 pm** |
| * Downloaded the Exercise-Createlayout.Zip and performed the mentioned steps. | | |

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| **Activity-19: video on recap-1** | **Start: 12:25 pm** | **Stop: 12:30 pm** |
| * Knowing about the android studio, It's version, code name. * Creating Hello World project and testing it. * Layouts, activities, Content-provider etc., | | |

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| **Activity-21: video on introduction** | **Start: 2:30 pm** | **Stop: 2:35 pm** |
| Here, we’ll be placing data flow weather service and knowing android permission system. | | |

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| **Activity-22: video on logging** | **Start: 2:35 pm** | **Stop: 2:40 pm** |
| * In android studio at bottom part, we’ll be seeing a console window. Which will displays the errors, info, debug, verbose and warnings of source code. * Message Logging display levels are for android app. | | |

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| **Activity-23: video on internet toy app intro** | **Start: 2:40 pm** | **Stop: 3:00 pm** |
| * <https://api.github.com/search/repositories?q=android&sort=stars>   Link provided deals with internet toy app intro. | | |

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| **Activity-24: video on exercise create a layout** | **Start: 2:50 pm** | **Stop: 3:15 pm** |
| * To create a Layout according to the requirements. * Followed, the steps for completion of layout. | | |

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| **Activity-25: resources** | **Start: 3:20 pm** | **Stop: 3:30 pm** |
| * Resource directory is where you should put things such as images, strings and layouts. * It’s included in every android project, and you can see it in android studio. * While, Incase of updation resource files and values independent helps you easily maintain it. | | |

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| **Activity-26: video on ON menus** | **Start: 3:35 pm** | **Stop: 3:50 pm** |
| * Android is the concept of menus. * Implementing action attributes to android in xml to make app compatible. | | |

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| **Activity-27: video on exercise add menu** | **Start: 5:40 pm** | **Stop: 6:00 pm** |
| * Added the menu to “Github Query” by following all the TODOs in the exercise. * Created the menu resource and added the momentum for search to the menu resource, setting it to showAction ifroom. | | |

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| **Activity-28: video on exercise build our url** | **Start: 6:10 pm** | **Stop: 6:25 pm** |
| Downloaded the displayurl.zip and performed the task as per given. | | |

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| **Activity-29: video on fetching http request** | **Start: 6:30 pm** | **Stop: 6:50 pm** |
| * In this stage, we’ll be connecting with the internet of our android studio. * A httpurl connection is established in it. * Allocating and deallocating the buffers as needed. * Handles character encoding. | | |

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| **Activity-30: video on permissions** | **Start: 7:00 pm** | **Stop: 7:10 pm** |
| * No, app can access data without the authentication of an user. * It would be better to add sensitive datas matter in android manifest. | | |

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| **Activity-31: video on exercise connect to the internet** | **Start: 7:10 pm** | **Stop: 7:30 pm** |
| Implementing the steps by following TODOs. | | |

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| **Activity-32: video on thread basics** | **Start: 7:40 pm** | **Stop: 7:50 pm** |
| * Android thread is an exception, when we try to access network on the main thread. * Android app can be divided into multiple files of execution. * Single User Interface is useful in android to handle all the operations. | | |

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| **Activity-33: video on async task** | **Start: 7:50 pm** | **Stop: 8:00 pm** |
| * Asynctask allows us to run a risk on a background thread, while publishing result to the UI thread.   **Params:** parameter type sent to the task upon execution.  **Progress:** types published to update progress during the background computation.  **Result:** the type of the result of the background computation.  The mentioned are the primary tasks of async task. | | |

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| **Activity-34: video on exercise create an asynctask** | **Start: 8:00 pm** | **Stop: 8:20 pm** |
| Followed the TODOs to complete createasynctask. | | |

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| **Activity-35: video on exercise missing permissions** | **Start: 8:20 pm** | **Stop: 8:25 pm** |
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| **Activity-36: video on exercise add polish** | **Start: 8:25 pm** | **Stop: 8:45 pm** |
| * Adding error text string, wrapping the scrollview with a format. * Inserting an error textview into the framelayout setting to our new text string. * Followed all the required steps to perform activity. | | |

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| **Activity-37: video on json format** | **Start: 8:45 pm** | **Stop: 8:50 pm** |
| * JSON/XML is a human readable. * Easier to write. * Allows for declaration of arrays. | | |

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| **Activity-38: video on quiz json by hand** | **Start: 8:50 pm** | **Stop: 9:00 pm** |
| * JSON describes some data. * built , JSON for required data. | | |

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| **Activity-39: video on parse json** | **Start: 9:40 pm** | **Stop: 10:00 pm** |
| * Initialize JSON object from JSON string then, we’ll get name into JSON object. * We get first names, last names and title. | | |

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| **Activity-40: video on exercise networking** | **Start: 10:00 pm** | **Stop: 10:05 pm** |
| Adding network to sunshine. | | |

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| **Activity-41: video on exercise menus** | **Start: 10:10 pm** | **Stop: 10:25 pm** |
| Done with the menus exercise as per given. | | |

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| **Activity-43: video on refresh bad** | **Start: 10:45 pm** | **Stop: 10:50 pm** |
| * Refresh bad is for debugging only. * But, in real-life we should eliminate refresh button. | | |

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| **Activity-44: video on recap-2** | **Start:** | **Stop:** |
| Learnt to update the data. | | |

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| **Deliverable Status** |

**Module -1 :**

**<https://github.com/manojbandari/Android/tree/master/Module%201>**