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| **Android Training Outline**   * The Basics   + Overview of the Android Platform   + Applications (Apps) Defined   + Comparison with Mobile Web   + Alternatives to Android   + Architecture Explained   + Role of Java * Android SDK   + Eclipse IDE Plugin   + Device Emulator   + Profiling Tools   + Hello World Application * Unit Testing and Debugging   + Creating Unit Tests   + Android Development Tools (ADT)   + Running on the Emulator   + Running on a Device   + Java Debugging * Android User Interface   + View Hierarchy   + Layout   + Widgets   + Menus * Styling Widgets   + Defining Styles   + Applying Styles to the UI   + Platform Styles and Themes * Handling Events   + Event Listeners   + Event Handlers   + Touch Mode   + Focus * Handling Gestures   + Gesture Library   + Recognizing Gestures * Storing and Retrieving Data   + Internal Storage   + SQLite Database * Content Providers   + Querying Content Providers   + Modifying Data   + Creating a Content Provider * Location Services and Maps   + Location Services   + Mock Location Data   + Google Map Libraries * Search   + Using the Search Dialog   + Adding Custom Suggestions   + Search Configuration * Graphics, Audio and Video   + Drawing 2D Graphics   + Playing Audio and Video   + Capturing Audio * App Widgets   + Declaring an App Widget   + Creating App Widget * App Marketplace   + Preparing your App   + Publishing your App   + Supporting your App   + Mobile Ads * Accessing RESTful Services   + REST   + DOM Parsing   + SAX Parsing   + JSON Parsing   + Using Spring * Writing Apps that use C2DM   + Lifecycle Flow   + Creating the Manifest   + Registering for C2DM   + Handling Received Data   + Developing and Testing Apps * Web Applications   + Web Apps Overview   + Targeting Screens from Web Apps   + Web View   + Debugging Web Apps   + Best Practices for Web Apps * Best Practices   + Compatibility   + Supporting multiple screens   + Optimizing for Android   + UI Guidelines   + Java Debugging |