* Media apps
* Featured apps
* Logical apps
* Database apps

1. **Media apps**

In home page you will get to know:-

* How to switch from one activity to other and send data from one to other
* How to create list and add responsiveness via adaptor view
* In all apps you will get to combination of toast message and data receive

from last activity

1. **Animation**

In this segment you will get to know:-

* How to create fade effect, move effect,

Size change effect, rotation effect in a specified

Time duration.

1. **Multimedia**

In this segment you will get to know:-

* Initialize video view ,adding video file to video view and attaching video controls to video
* Attaching audio file to media player
* Attaching seek bar to media file as sound progress bar
* Attaching seek bar to media file as song progress bar

And making seek bar controllable by user

1. **French phrases**

In this segment you will get to know about:-

* Identifying which button is pressed
* Playing sound having name same as

button tag name(special case)

* Grid view

1. **Logical apps**

In home page you will get to know:-

* How to switch from one activity to other and send data from one to other
* How to create list and add responsiveness via adaptor view
* In all apps you will get to combination of toast message and data receive

from last activity

1. **Brain Trainer**

In this segment you will get to know:-

* It is mcq game in which you have to answers the indefinite amount of question in 30 seconds and your scores are also counted at the end.
* After completing the timer you can again play the game
* Tool used:-constraint layout,timer,button tags ,

Visibility/invisibility, random integers

1. **Number shapes**

In this segment you will get to know:-

* Java classes,seekbar,timer, text input
* Attaching list+seekbar+text input ,

seekbar+timer+button,

* Where list+seek bar is dependent on timer

1. **Tic-tac-toe**

In this segment you will get to know about:-

* This is tic tac toe game in which after starting the game

When click on any box then a colored ball will appear over there and when u next time click on any other box then a another colored ball will come over there and game is over if anybody win/draw

* Tools used:- constraint layout, imageview,animations, array for storing data and for loop and if/else, buttons

1. **featured apps**

In home page you will get to know:-

* How to switch from one activity to other and send data from one to other
* How to create list and add responsiveness via adaptor view
* In all apps you will get to combination of toast message and data receive

from last activity

1. **Downloading contents**

In this segment you will get to know:-

* How to download html data and show in

Text view(scrollbar type)

* How to download image and show in

Image view

* For enabling internet connection you have to add given

Code to androidManifest.XML

<uses-permission android:name="android.permission.INTERNET" />

1. **WeathorJSON**

In this segment you will get to know:-

* How to work with json data
* For enabling internet connection you have to add given

Code to androidManifest.XML

<uses-permission android:name="android.permission.INTERNET" />

1. **Hiker watch**

In this segment you will get to know:-

* how to grant location permission
* how to get location parameters like

long,lat,alt and vel.

* How to get address name of that particular place

And update location in real time

* For enabling internet connection you have to add given

Code to androidManifest.XML

<uses-permission android:name="android.permission.ACCESS\_FINE\_LOCATION"/>

1. **database apps**

In home page you will get to know:-

* How to switch from one activity to other and send data from one to other
* How to create list and add responsiveness via adaptor view
* In all apps you will get to combination of toast message and data receive

from last activity

1. **Memorable places**

In this segment you will get to know:-

* How to save location in shared preference

and use that data

* How to add new location
* How to show saved location
* How to get place name
* Requirements:-
* Create object sterializer class And put

this code for save data as Shared preference:-

<https://eco-cdn.co.uk/androiddevcourse/ObjectSerializer.html>

note:-used to convert data into bytes and vice versa

* create maps activity and put this key in google maps api.xml:-

AIzaSyCyw2u5KWNjuFfe3Ie\_PHvklAb4-tV8Nc8

1. **notes reader**

In this segment you will get to know:-

* How to store arraylist in shared preference
* How to update list view and shared preference after any change
* How to respond item on long click and create alert dialog box
* How to create and handle menu bar
* How to update changes when we write something in edit text and set text of edit text column

Requirements:-

Need to create menu resource file inside res>menu

1. **News reader**

In this segment you will get to know:-

* How to use webview
* How to get save and change info in database
* Transfer data from array to database
* How to play with json array and json object