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| **Sr. No** | **List of Experiments** |
| 1 | Make Your First Interactive UI   Add Views and UI elements in Layout Editor to the app's home screen.   Edit layout XML.   Add click behavior to a button (show a toast).   Change the UI through a button click.   Write a method to use string resource to define a message to appear in the UI.   Experiment with using different layouts.   Explore other UI Elements in the Layout Manager. |
| 2 | Working with TextView Elements   Use a scroll view for text with minor HTML formatting |
| 3 | Create and Start Activities   Create a new activity and layout   Start the new activity from an existing activity with an explicit intent   Pass user-entered information from one activity to the other   Pass information back to the main activity. |
| 4 | Lifecycle and State Callbacks   Add Lifecycle callbacks   Save and restore instance state |
| 5 | Use Keyboards, Input Controls, Alerts, and Pickers   Experiment in your app with different keyboards for user input, spelling suggestions, and auto-capitalization.   Add a spinner input control for selecting one value out of a set of values. |
| 6 | Use an Options Menu and Radio Buttons   Set up an options menu and overflow menu   Add items to the option (overflow) menu.   Add radio buttons for user selection.   Add Up navigation to the app bar. |
| 7 | Theme, Custom Styles, Drawables   Define and use a theme   Define and use a custom style that uses a drawable |
| 8 | Create an AsyncTask   Create a simple AsyncTask to do work in the background |
| 9 | Use AsyncTaskLoader   Use AsyncTaskLoader instead of AsyncTask to show book search results in a RecyclerView |
| 10 | BroadcastReceiver   Create an app with a BroadcastReceiver |
| 11 | Notifications   Trigger a Notification   Add Actions to your Notification |
| 12 | Alarm Manager   Implement an alarm manager |
| 13 | Job Scheduler   Use JobScheduler to do background updates |
| 14 | Save user data in a database   Create an app that allows users to enter notes   Save the notes in a SQLite database   Create an app that stores data in an SQL database.   Display the data in a RecyclerView.   Allow users to add, delete, and edit data items. |