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WELCOME TO ANDROID STUDY JAMS

"An app is not all about technology

It is a dream towards future"

ANDROID

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LET'S RECALL OUR PREVIOUS SESSION

Basics of Kotlin like :

- Conditional Statements(if-else)
- Var and val
- Arrays
- Loops
- Functions
- Classes

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Unit 1: Kotlin basics

8 ACTIVITIES

Add a button to an app

4 ACTIVITIES

Build a basic layout

6 ACTIVITIES

Create your first app

Badges

Earn badges at the end of each pathway!

android

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Unit 2: Layouts

6 ACTIVITIES

Get user input in an app: Part 1

5 ACTIVITIES

Get user input in an app: Part 2

7 ACTIVITIES

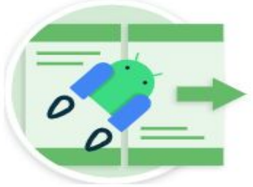
Display a scrollable list

Badges

Earn badges at the end of each pathway!

android

Unit 3: Navigation



5 ACTIVITIES

Introduction to the Navigation component

6 ACTIVITIES

Navigate between screens

Badges

Earn badges at the end of each pathway!

android

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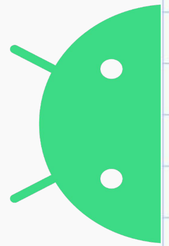
OVERVIEW OF APPLICATION:

We will study the concepts mentioned above by building an application.

App : Calculate Tip App



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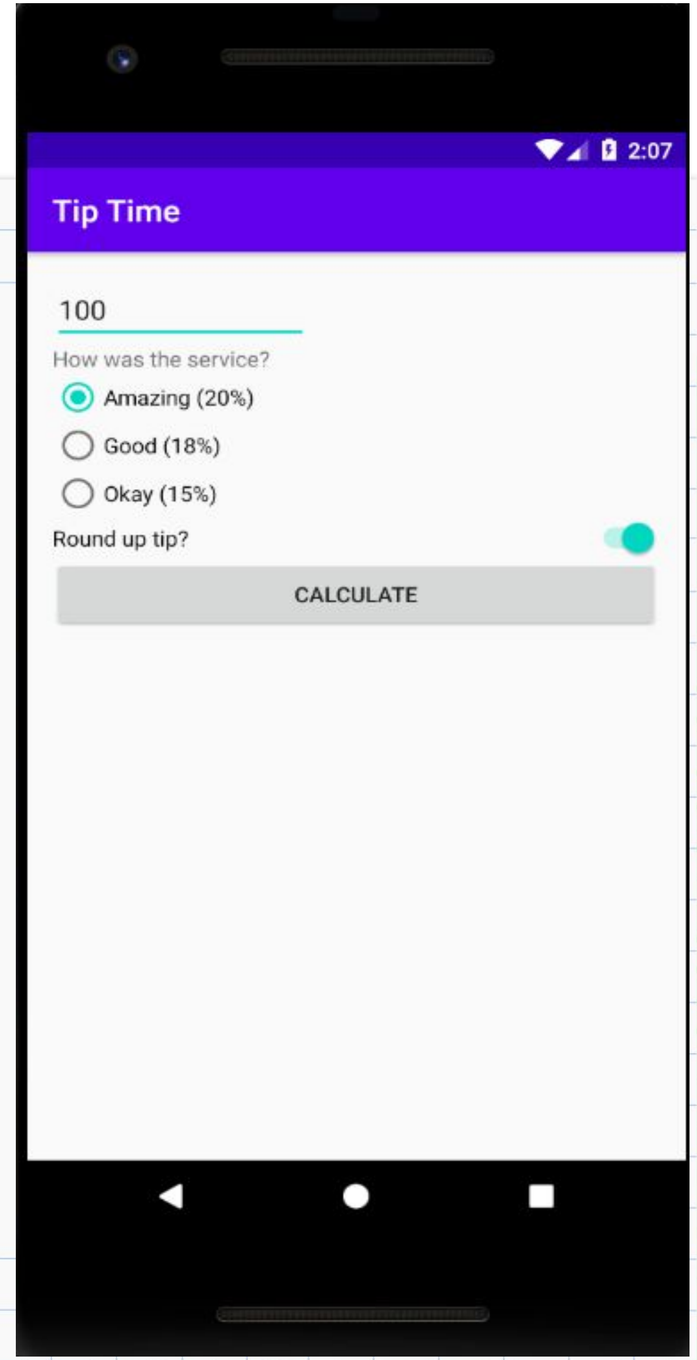
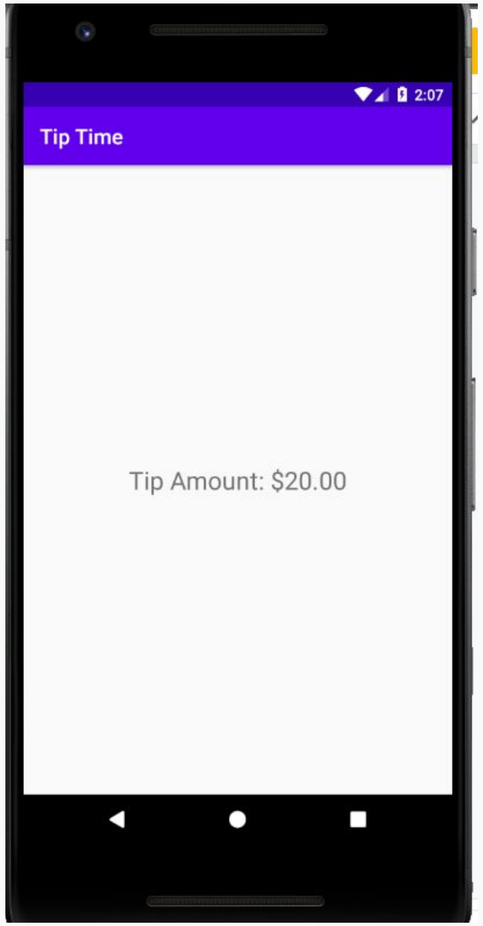
App : Calculate Tip App

App overview:- On the completion of app user need to add cost of service in the EditText and on the basis of his service experience user have to select the one radio button and our app will automatically generates the tip amount on the another screen via explicit intent.




2:07
Tip Time
Tip Amount: $20.00

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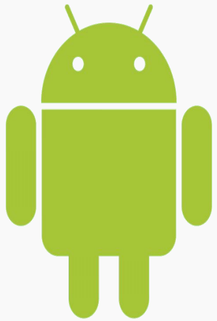
LET’S PRACTICALLY DEVELOP THIS APPLICATION.

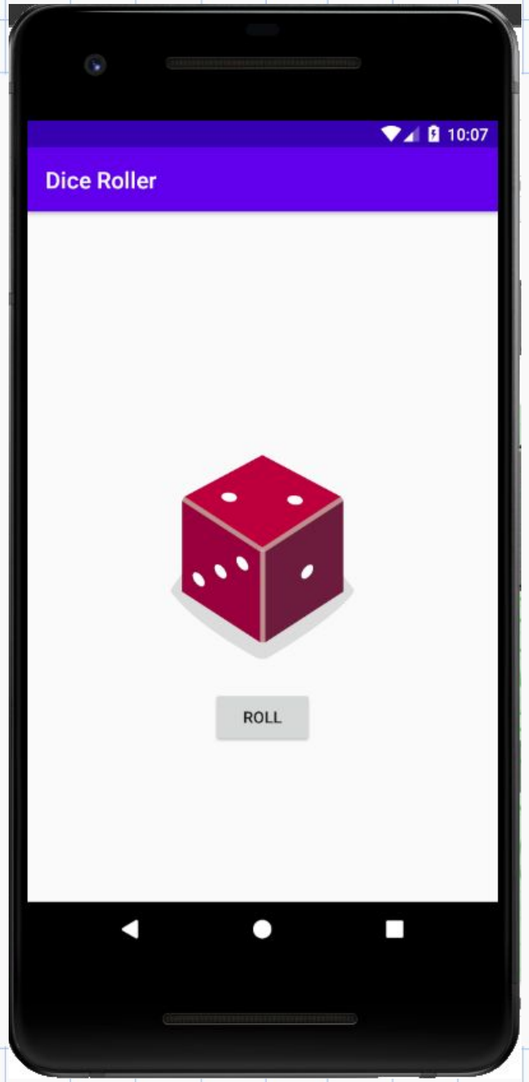


ANDROID

HOME WORK

App : Dice Roller App

App overview:- On the completion of the app when we click on ROLL button it'll automatically generates a random number(between 1-6) on the dice.



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Assignment week :

Unit 3: Navigation

Enhance your users' ability to navigate across, into and back out from the various screens within your app for a consistent and predictable user experience.

EARNABLE BADGES

Unit 4: Connect to the internet

Write coroutines for complex code, and learn about HTTP and REST to get data from the internet. Then, use the Coil library to display images in your app.

EARNABLE BADGES

https://developer.android.com/courses/android-basics-kotlin/course

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