



WELCOME TO ANDROID STUDY JAMS

*"An app is not all about technology
It is a dream towards future"*




ANDROID

```
filterByOrg = filterByOrg ? study.lead_organization === filterByOrg : true  
filterByStatus = filterByStatus ? study.status === filterByStatus : true  
function filterStudies({ studies, filterByOrg, filterByStatus }) {  
  return studies.filter(study => filterByOrg && filterByStatus)}
```




LET'S RECALL OUR PREVIOUS SESSIONS

- Tip Calculator App
 - UI in Android
 - Conditional Statements(if-else)
 - Var and val
 - Arrays
 - Loops
 - Functions
 - Classes
- 
- A green Android robot head is partially visible in the bottom right corner of the slide. It has a white circular eye and a small green antenna on top.



```

    sortByOrg = filterByOrg ? study.tead_organization === filterByOrg : true
    *status = filterByStatus ? study.status === filterByStatus : true
    *matchStatus) {
        // ...
    }

    function filterStudies({ studies, filterByOrg, filterByStatus }) {
        return studies.filter(study => {
            // ...
        })
    }
}

```




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



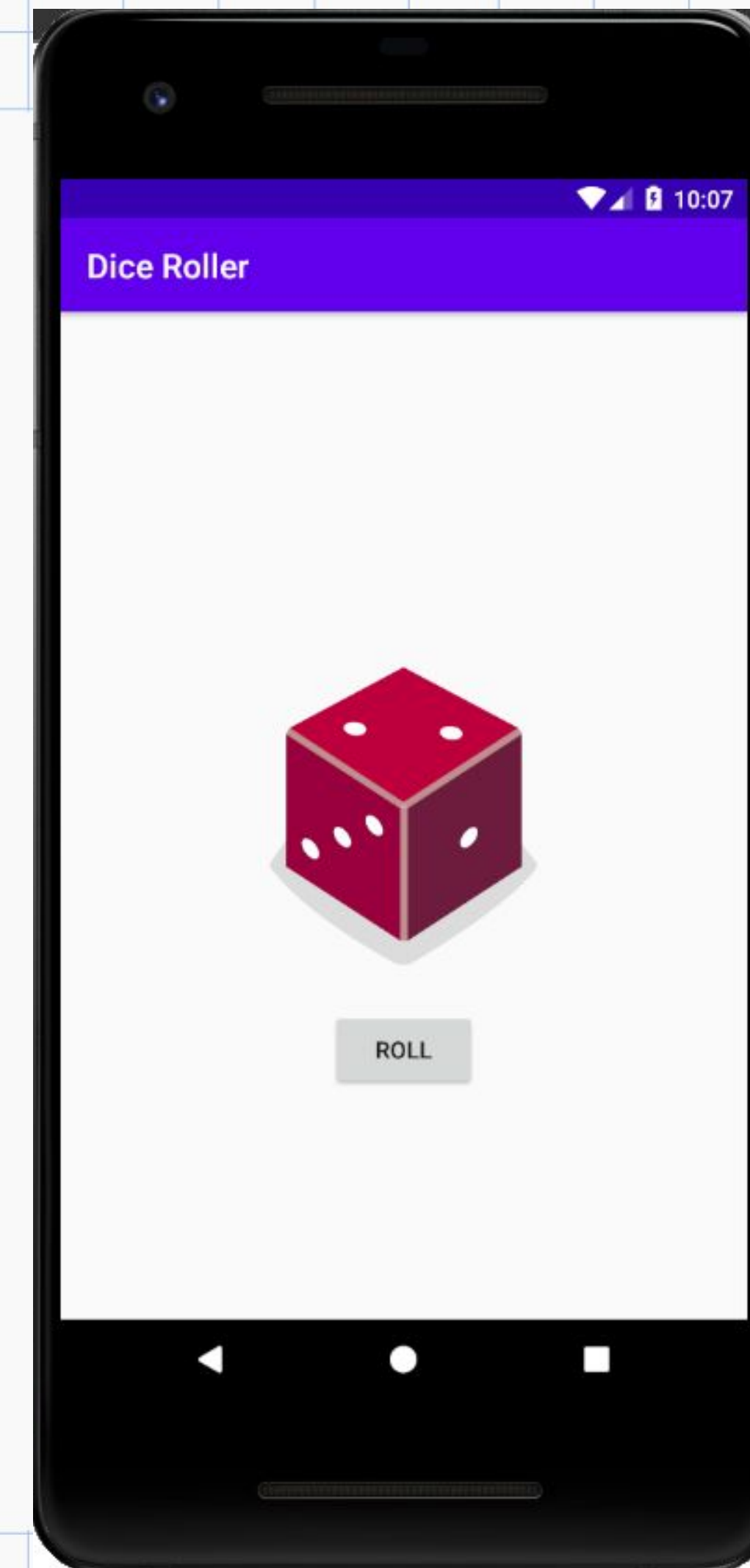
<https://developer.android.com/courses/android-basics-kotlin/course>

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.

You guys might have tried and completed the assignments given. So Now , Let's do a little more .



N

Unit 5: Data Persistence

PATHWAY 1



3 ACTIVITIES

PATHWAY 2



7 ACTIVITIES

Badges

*Earn badges
at the end of each
pathway!*



android

Unit 6: Work Manager

PATHWAY 1



5 ACTIVITIES

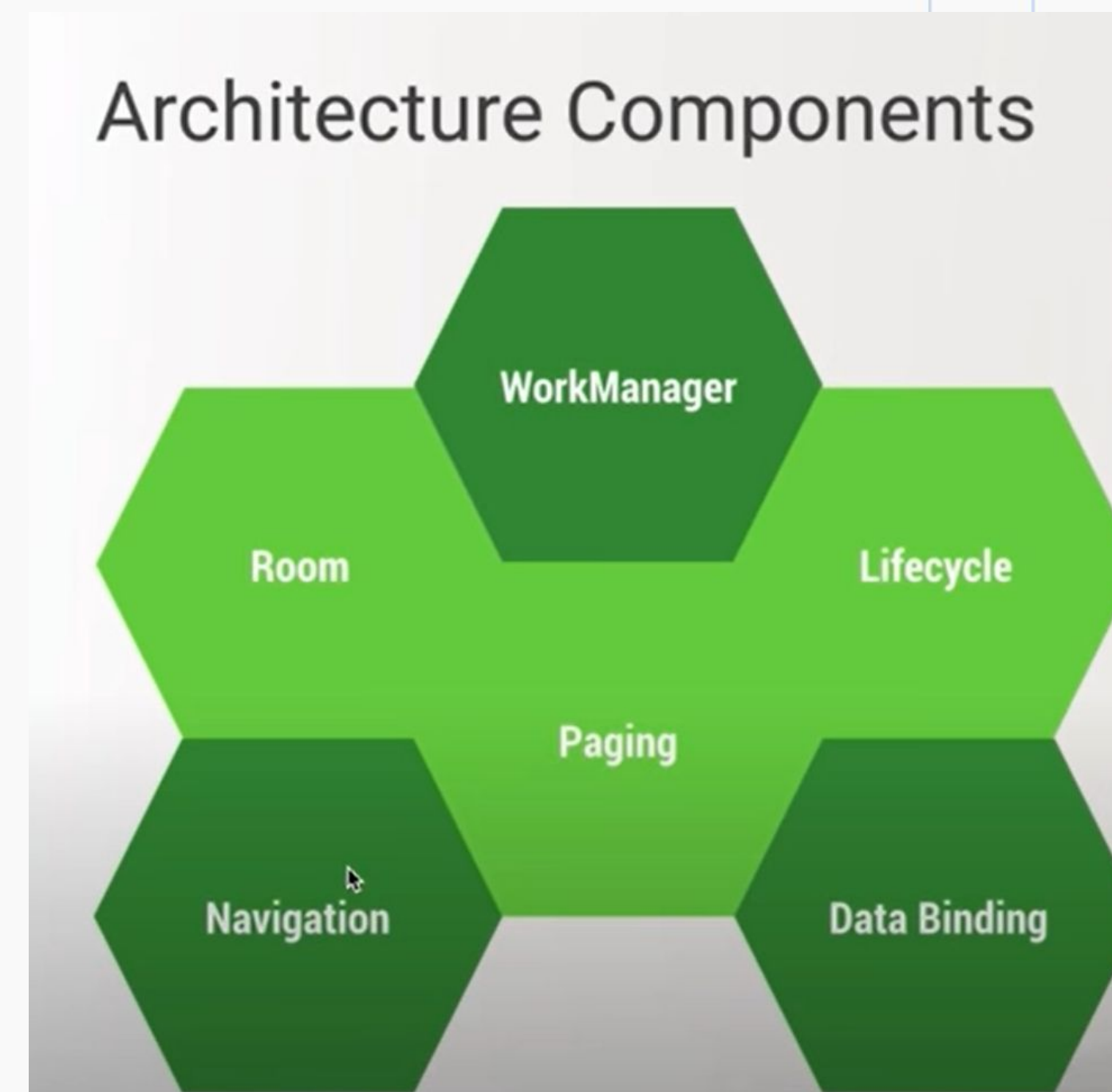
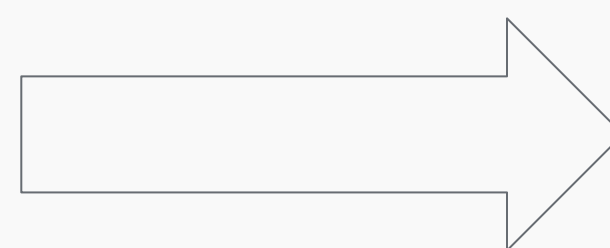
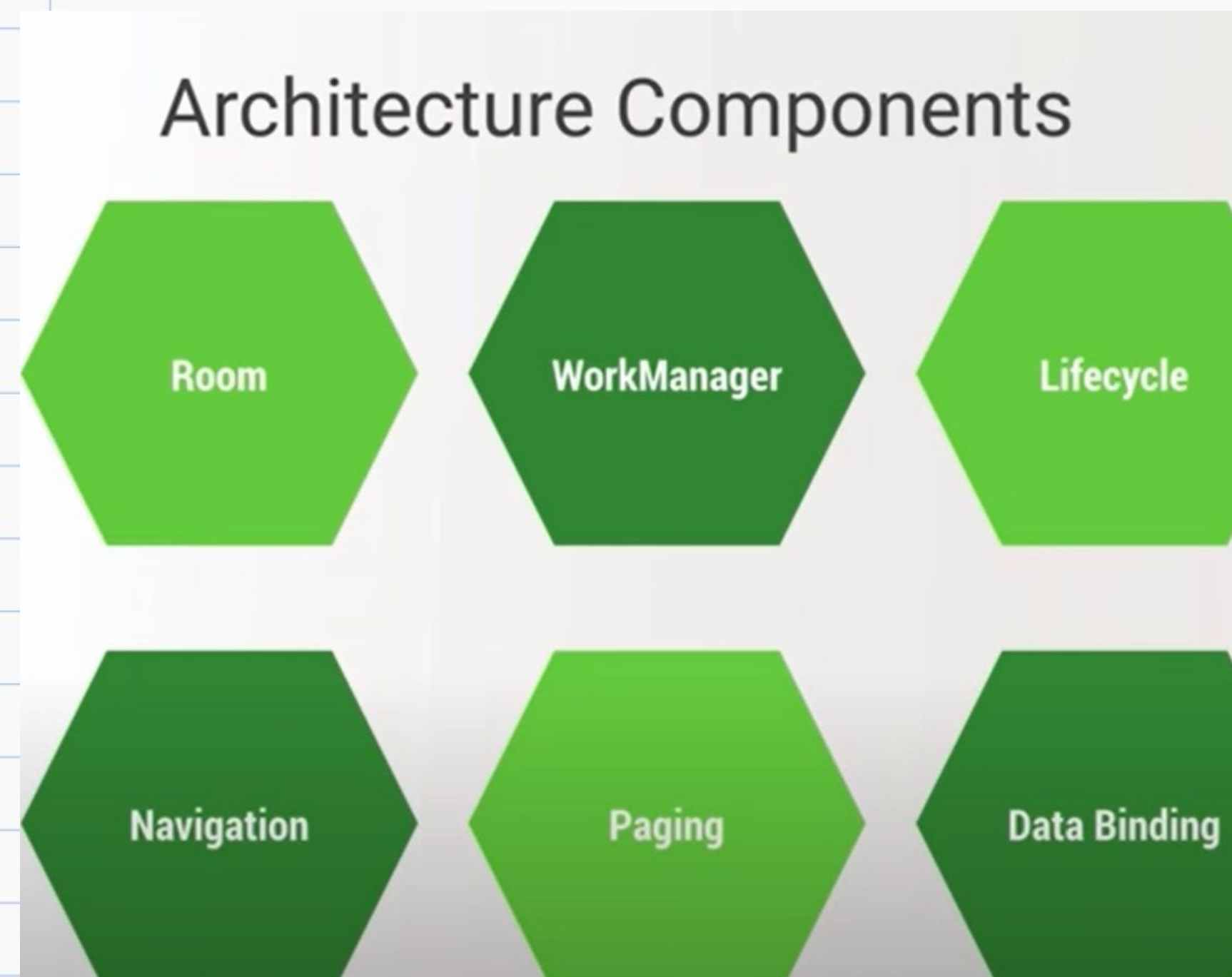
Badges

*Earn badges
at the end of each
pathway!*

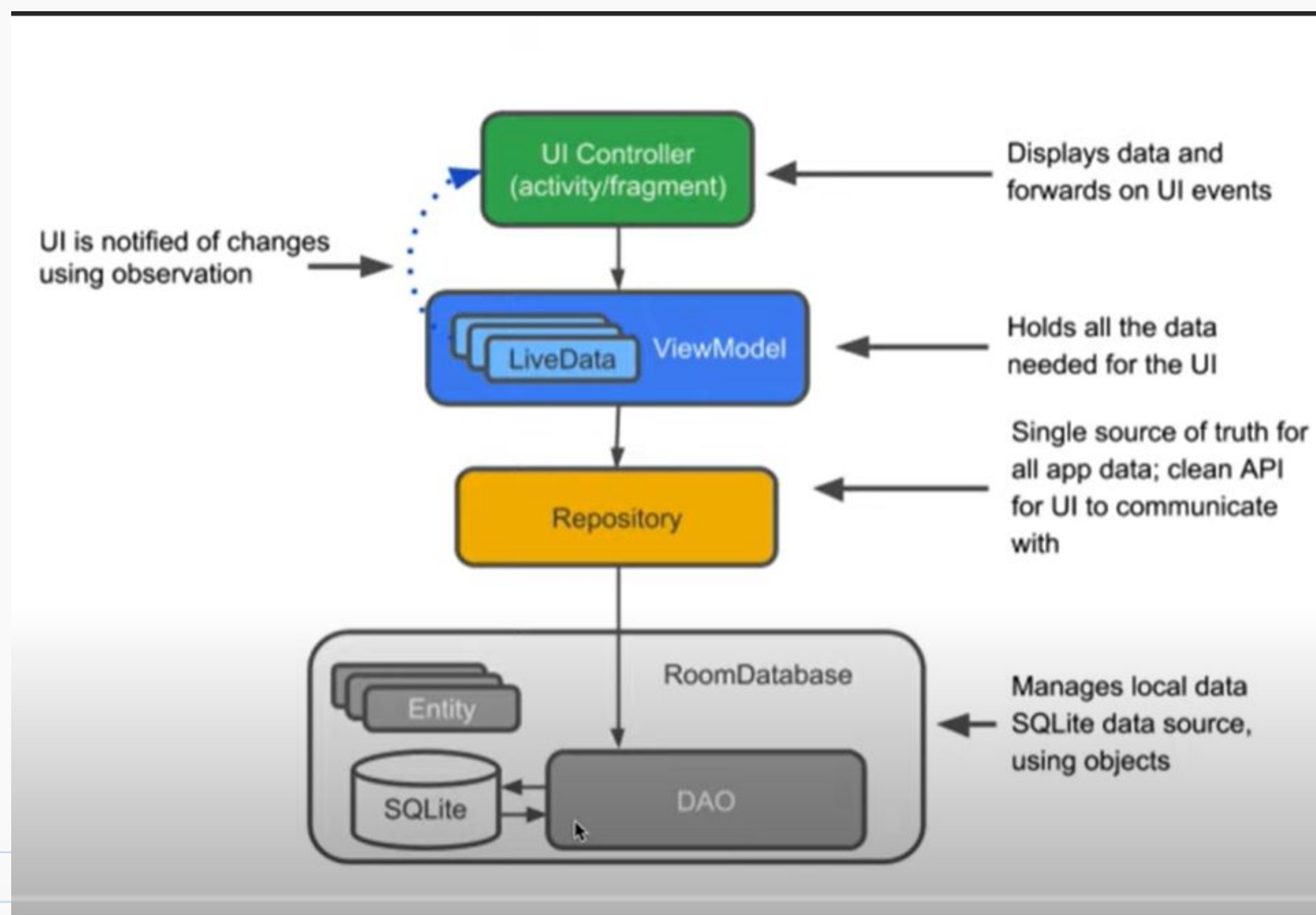


android

Android architecture components

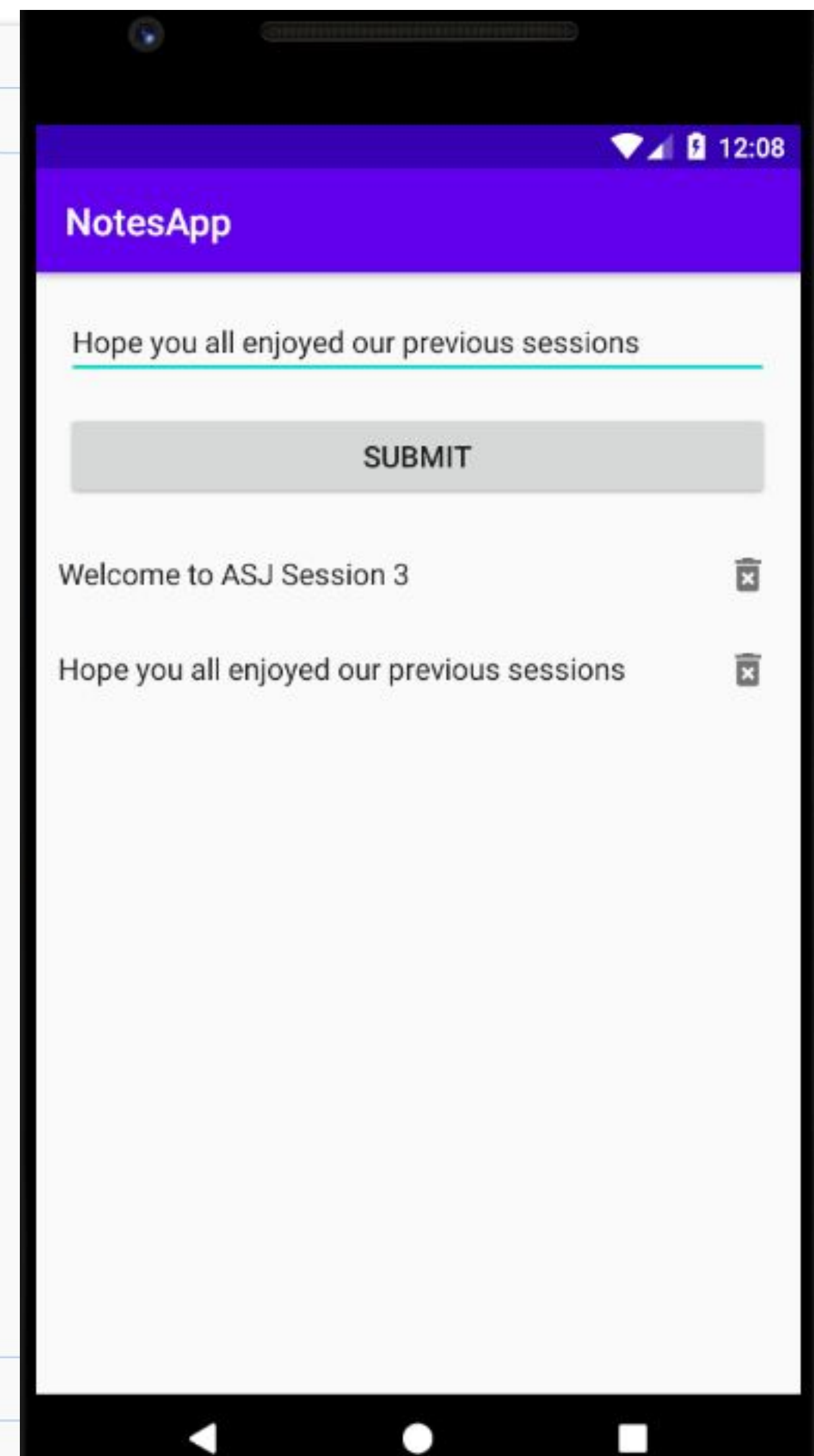


Android architecture components



Notes App

In our app we can add our notes and we can delete and data will save even after our app is crashed



Work Manager

WorkManager is the most efficient and effective way to manage background tasks in Android.

WorkManagerDemo1

START

RUNNING



Final App Submission for Android Study Jams

An App will be assigned and the best selection will be submitted to google.

The idea for the app submission will be given to you and you have to make the app on your own and submit it and the best will be selected.



Thank you very much for your time and consideration. We learned how to make Android apps, as well as kotlin, Android Studio, and how to create wonderful apps, during the Android Study Jams. We hope you've gotten something out of these sessions. Thank you so much for your involvement once again!!



