22daysofAndroidDev – timeline and schedule

`Java 3days -` `7th April- 9th April`

- **Day0 - 7th April**
  - 02 Install Android Studio on Windows Machine
  - 03 Introduction
- **Day1 - 8h April**
  - 04 Deep Dive into Java Programming Language
- **Day 2 – 9th April**
  - 05 Introduction to Object Oriented Programming in Java
  - 06 Java Inheritance
  - 07 Java Data Structures

`Android Development Part1 4days -` `10th April- 13th April`

- **Day3 – 10th April**
  - 08 Android Development - Let the fun Begin
  - 09 For the Curious - Android Ins and Outs
  - 10 Build a Quiz App - MVC Architecture - also(Part 02-Module 05-Lesson 06_Android Architecture Components[Nanodegree])
- **Day 4 – 11th April**
  - 11 CHALLENGE Improve the Quiz App
  - 12 CHALLENGE SOLUTION Quiz App Improvements
  - 13 Understanding Android Activities and Life Cycles - also(Part 02-Module 05-Lesson 01_Lifecycle[Nanodegree])
  - 14 Connecting our Apps to the Web - JSON APIs Network Services Parsing JSON
- **Day 5 – 12th April**
  - 15 Build a Trivia App
  - 16 Running Android Apps on Physical Device
  - 17 Persistence in Android - Shared Preferences - also(Part 02-Module 05-Lesson 02_Preferences[Nanodegree])
  - 18 CHALLENGE - Improve Trivia app
- **Day 6 – 13th April**
  - 19 CHALLENGE SOLUTION - Improve Trivia app
  - 20 Persistence in Android – Database - also(Part 02-Module 05-Lesson 03_Storing Data in SQLite[Nanodegree])

Android Development Part2 4days - 14th April- 17th April

- **Day 7 – 14th April**
  - 21 Android Listviews and RecyclerView Widgets
  - 22 Build a Baby Needs App
- **Day 8 – 15th April**
  - 23 Android ROOM - Alternative Database
  - 24 Android Location and Maps
- **Day 9 – 16^h April**
  - 25 Build an EarthQuake App
  - 26 Android Media - Playing Sounds and Videos
- **Day 10 – 17th April**
  - 27 Android Animations
  - 28 Android Material Design and Themes
  - 29 Understanding Android Intents - also(Part 02-Module 03-Lesson 02_Intents[Nanodegree])

Android Development Part3 13days - 18th April- 30th April

- **Day 11 – 18th April**
  - 30 Android Fragments - An Introduction
  - 31 Introduction to Realtime Databases - Firebase and Firestore
- **Day 12 – 19th April**
  - 32 Build a Journal App with Firestore
- **Day 13 – 20th April**
  - 33 Drawing on Canvas in Android
  - 34 Android Machine Learning ML Kit - Face Detection
- **Day 14 – 21th April**
  - 35 Android Vocabulary - Tools and Resources
  - 36 Learn to Help Yourself as an Android Developer
  - 37 Monetizing Your Android Apps
  - 38 Creating Launcher Icons
  - 39 Publishing Your Apps on Google Play
  - 40 The App Development Process
- **Day 15 – 22th April**
  - 5. Advanced Android Features
  - 8. Instagram Clone
  - 10. Bluetooth App
  - 11. Super Mario Run Clone

Android Development Part2 4days - 14th April- 17th April

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- **Day 8 – 15th April**
  - 23 Android ROOM - Alternative Database
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- **Day 9 – 16[h] April**
  - 25 Build an EarthQuake App
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- **Day 16 – 23ᵗʰ April**
  - 11. Super Mario Run Clone
  - 14. Twitter Clone
  - 15. ARCore App
  - 19. Snapchat Clone
- **Day 17 – 24ᵗʰ April**
  - 21. BONUS CHAPTER 1 Uber Clone
  - 22. BONUS CHAPTER 2 WhatsApp Clone
  - 23. BONUS CHAPTER 3 Flappy Bird Clone
- **Day 18 – 25ᵗʰ April**
  - App Marketing
  - Setting Up A Marketing Website
  - Part 08-Module 01-Lesson 05_Interview Practice[Nanodegree]
  - 1. Introduction
  - 2. Flutter Basics [QUIZ APP]
  - 3. Running Apps on Different Devices & Debugging Apps
- **Day 19 – 26ᵗʰ April**
  - 4. Widgets, Styling, Adding Logic - Building a Real App [PERSONAL EXPENSES APP]
  - 5. Responsive & Adaptive User Interfaces and Apps
  - 6. Widget & Flutter Internals - Deep Dive
  - 7. Navigation & Multiple Screens [MEALS APP]
  - 8. State Management [SHOP APP]
- **Day 20 – 27ᵗʰ April**
  - 9. Working with User Input & Forms [SHOP APP]
  - 10. Sending Http Requests [SHOP APP]
  - 11. Adding User Authentication [SHOP APP]
  - 12. Adding Animations [SHOP APP]
  - 13. Using Native Device Features (Camera, Maps, Location, ...) [GREAT PLACES APP]
  - 14. Running Native Swift, ObjectiveC, Java or Kotlin Code
- **Day 21 – 28ᵗʰ April**
  - 15. Publishing to the App Stores
  - 16. Roundup & Next Steps
  - 18. [LEGACY] Diving Into the Basics & Understanding Widgets
  - 19. [LEGACY] Debugging Flutter Apps
  - 20. [LEGACY] Running the App on Different Devices
  - 21. [LEGACY] Working with Lists & Conditionals
- **Day22 - 29ᵗʰ April**
  - 22. [LEGACY] Navigation
  - 23. [LEGACY] Handling User Input
  - 24. [LEGACY] Diving Deeper Into Widgets

- 25. [LEGACY] Working with Forms
- 26. [LEGACY] Improving the App
- 27. [LEGACY] Models & State Management
- 28. [LEGACY] Flutter & HTTP
- 29. [LEGACY] Authentication
- **DayEnd - 30th April**
  - 30. [LEGACY] Adding Google Maps to our App
  - 31. [LEGACY] Accessing the Device Camera
  - 32. [LEGACY] Adding Animations to our Project
  - 33. [LEGACY] Polishing & Bugfixing
  - 34. [LEGACY] Running Platform Specific Code

Creating by @rdnasim