20daysofAndroidDev – timeline and schedule

`Java 4days -` `29th March- 31th March`

- **Day0 - 29th March**
  - 02 Install Android Studio on Windows Machine
  - 03 Introduction
- **Day1 - 30th March**
  - 04 Deep Dive into Java Programming Language
- **Day 2 – 31th March**
  - 05 Introduction to Object Oriented Programming in Java
  - 06 Java Inheritance
  - 07 Java Data Structures

`Android Development Part1 4days -` `1th April- 4th April`

- **Day3 – 1th 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 – 2th 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 – 3th 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 – 4th 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 - 5th April- 8th April

- **Day 7 – 5h April**
  - 21 Android Listviews and RecyclerView Widgets
  - 22 Build a Baby Needs App
- **Day 8 – 6th April**
- 23 Android ROOM - Alternative Database
  - 24 Android Location and Maps
- **Day 9 – 7h April**
  - 25 Build an EarthQuake App
  - 26 Android Media - Playing Sounds and Videos
- **Day 10 – 8h 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 10days - 9th April- 18th April

- **Day 11 – 9h April**
  - 30 Android Fragments - An Introduction
  - 31 Introduction to Realtime Databases - Firebase and Firestore
- **Day 12 – 10th April**
  - 32 Build a Journal App with Firestore
- **Day 13 – 11th April**
  - 33 Drawing on Canvas in Android
  - 34 Android Machine Learning ML Kit - Face Detection
- **Day 14 – 12th 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

Udemy - The Complete Android Oreo Developer Course - Build 23 Apps!
- **Day 15 – 13h April**
  - 5. Advanced Android Features

- ○ 8. Instagram Clone
- ○ 10. Bluetooth App
- ○ 11. Super Mario Run Clone

- **Day 16 – 14ʰ April**
  - ○ 11. Super Mario Run Clone
  - ○ 14. Twitter Clone
  - ○ 15. ARCore App
  - ○ 19. Snapchat Clone
- **Day 17 – 15ʰ April**
  - ○ 21. BONUS CHAPTER 1 Uber Clone
  - ○ 22. BONUS CHAPTER 2 WhatsApp Clone
  - ○ 23. BONUS CHAPTER 3 Flappy Bird Clone
- **Day 18 – 16ʰ April**
  - ○ App Marketing
  - ○ Setting Up A Marketing Website
  - ○ Part 08-Module 01-Lesson 05_Interview Practice[Nanodegree]