ANDROID APPS DEVELOPMENT

A lot of us have had ideas for great apps bouncing around in our brains, but lack the skills necessary to bring our ideas to life. Do you have a need for an Android app that does not exist as yet? Would you like to develop that app yourself? Whether you're a novice techie, an entrepreneur, or just an Android phone owner, in this class you'll learn about the making apps as well as the basic building blocks of making an Android App. Get a chance to learn how to actually publish your app on Google Play Store.

Android is an open-source software stack for mobile devices that includes an operating system, middleware and key applications. Android's mobile operating system is based upon a modified version of the Linux kernel. The Android Open Source Project (AOSP) is tasked with the maintenance and further development of Android competition. Its open-source software stack consists of Java applications running on a Java-based, object-oriented application framework on top of Java core libraries running on a Dalvik virtual machine featuring JIT compilation.

Training Course Content

1. INTRODUCTION TO ANDROID

- What is Android
- Overview of Android and Android SDK
- History of Android and other Mobile OS
- Android Features

2. ANDROID ARCHITECTURE OVERVIEW

- Introduction to OS Layers

- Linux Kernel
- Libraries
- Android Runtime
- Application Framework

3. SETUP OF ANDROID DEVELOPMENT ENVIRONMENT

- System Requirements
- Eclipse and SDK installation,
- AVD creation
- Creating first Android Application
- Project Structure

4. ANDROID APPLICATION FUNDAMENTALS

- Android Application Building Blocks
- Activating Components
- Shutting Down components
- Lifecycle of Application
- Development tools, Manifest File
- Lifecycle of Activity

5. HELLO WORLD – YOUR FIRST ANDROID APPLICATION

- What is an Android Application?
- What is '.apk' file?
- What is Android Manifest File?
- Importance of Android Manifest File.
- What is R.java

6. Front End Development

- What is front-end development?
- Difference between front-end and back-end development.
- Understanding of Layouts.
- Use of different Widgets

7. USER INTERFACE

- View Hierarchy and Layouts
- UI Events
- Building Menus
- Creating Dialogs
- Scroll View

8. MAIN BUILDING BLOCK

- Activity
- Intents
- Pending Intent
- Broadcast Receivers
- Services

9. DATA STORAGE

- Shared Preferences
- SQLite Databases
- Creating databases and using SQLite
- Querying Database-Create ,Update ,Delete, Insert
- Using Cursors
- SqliteOpenHelper

10. LOCATION SERVICES

- Selecting a Best Location Provider-GPS
- Finding Your Location-latitude & longitude
- Tracking Your Position.

11. ANDROID MEDIA API

- Music Player
- Video Recording
- Audio Recording
- Taking a Picture

12. WORKING ON BROWSER

- Creating your own Web Browser
- Using Back, Forward Button on Browser

13. CALL

- Calling Application

14. WORKING ON ANIMATION

- Animating Images

15. WORKING WITH DIFFERENT ADAPTER VIEWS AND WIDGETS

- List View
- Grid View
- Spinner
- Radio Buttons
- Check Box
- Toggle Button

16. SERVICES

- What is Service
- Creating a Service

17. WORKING ON AUDIO MANAGER

- What is Audio Manager
- Creating an Audio Manager App.

18. WORKING ON BLUETOOTH

- Discovering Bluetooth Devices
- Turning On & Off Bluetooth
- Becoming Visible

19. CLIPBOARD

- Working with Clipboard
- Copying text to Clipboard

20. GOOGLE MAPS

- Working with Google Play Services
- Working With Google Maps
- Generating Google Map API Key

- Showing Google Map in an Activity
- Finding Current Location and Placing the Marker

21. WORKING WITH THREADS

- What is Thread
- Splash Screen Using Thread

22. WIFI SERVICES

- Using WIFI Manager
- Scanning WIFI Networks

23. WORKING WITH FONTS

- Custom Font
- Using Different Fonts in Your App.

24. NOTIFICATIONS

- What is Notification
- Creating a Notification

25. SHORT MESSAGING SERVICE (SMS)

- Creating SMS sending Application

26. UPLOADING YOUR APP ON PLAYSTORE

- Generating signed .apk file
- Steps to upload on Playstore

THANK YOU !!