



Android Training

Training Topics

Introduction

- Android – What it is?
- History of Android
- Importance of Java language for Android Apps
- Other mobile OS-es
- Android Versions & different development tools

Java Fundamentals

- OOPS basics
- Classes & Objects
- Components of a Class
- Structure of a Class & Java File
- Inheritance
- Interfaces
- Polymorphism
- Overloading
- Overriding

Significance of Android Project Structure

- Source Folder
- Generated Folder
- Assets folder
- Resources folder
- Android Manifest XML



Android Activity

- Activities & Fragments
- Activity Life Cycle
- Activity – How to create your activity

Android Layouts

- Layout XML files
- Absolute Layout
- Relative Layout
- Linear Layout
- Frame Layout
- Tab Layout
- Table Layout
- List Layout (List View)

Android Views & Widgets

- Button View
- EditText View
- TextView View
- Image View
- Spinner

Intent & Intent Filters

- Intents – How and When to use them
- Intent Objects – Action, Data & Category
- Intent Filters – Matching Rules / Tests
- Explicit Intent & Implicit Intent



Menus & Messages

- Adding option menus
- Adding popup menus
- Showing dialogs
- Raising toasts

Broadcast Receivers

- Broadcast Receivers
- Listening for specified broadcasts
- System broadcasts
- Custom & User defined broadcasts
- Sticky Broadcasts
- Pending Intents

SQLite – Database Access

- Introducing SQLite
- SQLiteOpenHelper and creating a database
- Opening and closing a database
- Working with cursors
- Inserts, updates, and deletes

External Database Access using RESTful Web service

- Introduction to AsyncTask Class
- Progress Dialog
- RESTful Web service using PHP scripts
- JSON and JSON Parsers
- InputStream Reader, BufferedStreamReader and String Buffer uses
- Adapters



Browser based Apps – Web Views

- Simulating Web Browsers inside Apps
- Enabling Javascript and browser history in Web Views
- Limitations of Web Views
- Platform independence

Publish an Android Application to Google Play

- Account Registration
- Payment
- Good coding and design practices
- Maintenance and experimentation with Categories



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