



- CYU – Check Your Understanding
- LOTW – Learning On The Walls
- PPR – Participant Progress Report
- PTS – Post Training Support (Web)

ANDROID

Duration: 5 Days

INTRODUCTION AND KNOWLEDGE ON ANDROID

- ❖ Why android...? Advantages
- ❖ What is android?
- ❖ And History of Android.
- ❖ Versions.
- ❖ Features of Android.
- ❖ Android Architecture.
- ❖ Android Tools (ADT, AVD, Logcat)

ANDROID FUNDAMENTAL COMPONENTS

BUILDING AN ANDROID APPLICATION IN ANDROID STUDIO

- ❖ Application Architecture in Android

THE ANDROID EMULATOR - AVD

USER INTERFACES

- ❖ Views and View groups
- ❖ Writing simple GUI applications
- ❖ Creating the Activity
- ❖ An Overview of User interfaces
- ❖ Using XML Layouts
- ❖ Context
- ❖ Basic Form Widgets
- ❖ Visibility of Views
- ❖ Selection Widgets
- ❖ Date and Time Tabs
- ❖ Using Menus
- ❖ Using Fonts
- ❖ User Notifications : Toast, Dialog, Notifications and Error for Edit
- ❖ Dialog Boxes: AlertDialog, ProgressDialog
- ❖ Create Custom widgets
- ❖ Multiple Activities - Intent

DEBUGGING / TROUBLESHOOTING ANDROID APPLICATION

ACTIVITY LIFE CYCLE

STORING AND RETRIEVING DATA

- ❖ Using preferences
- ❖ Persisting data to a database (SQLite)



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ANDROID GOOGLE MAP CONCEPT

- ❖ Generation of API KEY
- ❖ Getting Default Map
- ❖ Map Markers

SERVICES

- ❖ Working with Intent classes
- ❖ Building a Service
- ❖ Performing Inter Process Communication
- ❖ Life Cycle of a Service.

USING OF WEBVIEW

USE OF CONTENT PROVIDERS

WRITING UIS THAT CAN REACT TO, SCREEN SIZE AND DENSITY

NETWORKING AND WEB SERVICES

- ❖ An overview of networking
- ❖ Checking the network status
- ❖ Working with HTTP
- ❖ Overview and consumption of Web Services

GOING TO PRODUCTION

- ❖ Code signing
- ❖ Deployment of Android applications