

MODULE 1: JAVA CONCEPTS

Java concepts needed for Android Training:

- OOPs Concepts and Features
- Inheritance in detail
- Exception handling
- Packages & interfaces
- Introduction on Android
- Setting up development environment
- Dalvik Virtual Machine & .apk file extension
- Fundamentals:
- Basic Building blocks - Activities, Services, Broadcast Receivers & Content providers
- UI Components - Views & notifications
- Components for communication -Intents & Intent Filters
- Android API levels (versions & version names)

MODULE 2: APPLICATION STRUCTURE (IN DETAIL)

- AndroidManifest.xml
- uses-permission & uses-sdk
- Resources & R.java
- Assets
- Layouts & Drawable Resources
- Activities and Activity lifecycle
- First sample Application

MODULE 3: INTENTS (IN DETAIL)

- Explicit Intents
- Implicit intents

MODULE 4: EMULATOR-ANDROID VIRTUAL DEVICE

- Launching emulator
- Editing emulator settings
- Emulator shortcuts
- Logcat usage

MODULE 5: BASIC LAYOUT DESIGN

- All Type Form widgets
- All Type Layouts
- [dp, sp] versus px

- Examples

MODULE 6: PREFERENCES

- SharedPreferences
- Preferences from xml

MODULE 7: MENU

- Option menu
- Context menu
- Sub menu
- menu from xml
- menu via code
- Examples

MODULE 8: UI DESIGN

- Time and Date
- Images and media
- Composite
- AlertDialogs & Toast
- Popup
- Examples

MODULE 9: TABS AND TAB ACTIVITY

- Tabs and Tab Activity Details with Examples

MODULE 10: STYLES AND THEMES

- styles.xml
- drawable resources for shapes, gradients (selectors)
- style attribute in layout file
- Applying themes via code and manifest file

MODULE 11: CONTENT PROVIDERS

- SQLite Programming
- SQLiteOpenHelper
- SQLiteDatabase
- Cursor
- Reading and updating Contacts

- Reading bookmarks
- Examples

MODULE 12: ADAPTERS AND DATABASE

- Adapters
- ArrayAdapter
- BaseAdapters
- ListView and Expandable ListView
- Custom listview
- GridView using adapters
- Gallery using adapters
- ViewPager using adapters
- AsyncTask (in detail)
- XML Parsing
- JSON Parsing
- Android Database Connection(mysql)using AsynkTask

MODULE 13: ADVANCED ANDROID CONCEPTS

- Live Wallpaper
- Android Push Notification using Google Cloud Message (GCM)
- Using sdcards
- Maps, GPS, Location based Services
- Accessing Phone services (Call, SMS, MMS)
- Network connectivity services
- Sensors
- Camera
- Bluetooth
- App Widgets with Example (Digital Clock)
- Using External Library in our Application (Aquery..etc)
- Brief introduction about 2D and 3D Gaming Engine in Android

MODULE 14: DEVELOPING A PROJECT

- Project development with the new ideas and creativity
- Discussion of the project and its scope
- Idea sharing for the project development

MODULE 15: PUBLISH THE APPLICATION TO GOOGLE AFTER DEVELOPMENT

The idea of publishing android application to Google play

After the completion of Android training, candidates can work as an Android Application Developer in a software development company or develop the application on their own and publish their application to the Google play and earn money after every download.

[we will help to develop you career as android developer.](#)