Android
Duration:- 90 days

Core java
+
1. Introduction of Android Platform

> Android SDK Features
> Native Android Applications
> Android Development Framework
> Android Application Architecture
> Installation
> Introduction to Android Studio

2. Activity

> Application Process States and Priorities
> Types of Applications
> Activity States
> Activity Lifecycle
> Assigning User Interfaces to Activities
> Practical Example - Creating a Login Form

3. Intents

> Using Intents to Launch Activity
> Explicit Intents
> Implicit Intents
> Returning Results from Activity
> Practical Example – Developing Application to move from Login to Home Page
> Practical Example - Developing Application to open a Webpage from an Activity

4. Lists and Adapters

> Introduction to ListView and Adapters
> Introduction to RecyclerView and ViewHolder.

> Practical Example – Developing an order history.

5. Tabs and ViewPager

> Introduction to TabView and ViewPager
> Practical Example – Developing a Whatsapp like dashboard.

6. Content Provider

> Introduction
> Creating the Content Provider
> Practical Example: Fetching images from Gallery.
> Practical Example: Capturing images via Camera.

7. Fragment

> Fragment Lifecycle
> Creating Fragments
> Fragment States
> Interfacing between Fragments and Activities
> Fragments without User Interface
> Practical Example – Developing a Gmail like dashboard.

8. Databases

> SQLite Database
> Cursors
> SQLiteOpenHelper
> Working with SQLite Database
> Practical Example : Developing Application to create and store data in SQLite Database

9. Internet

> Using Internet Resources
> Practical Example : Downloading files from Internet

10. Notifications

> Notification Introduction
> Introduction to FCM

➢ Practical Example : Creating Application to send a Notification

11. Audio and Video

➢ Playing Audio
➢ Practical Example : Creating an Application to play Audio Files
➢ Playing Video
➢ Practical Example : Creating an Application to play Video Files

12. Maps and Location based services

➢ Using Location Based Services
➢ Finding Current Location
➢ Map Based Activity
➢ Getting the maps API keys
➢ Configuring and using map views
➢ Practical Example : Pinning views to the Map and Marking Map Position

13. REST Services

➢ Introduction to Volley and GSON.
➢ Consuming RESTful APIs.

14. Third Party Integration

➢ Picasso – Image handling library.
➢ Crashlytics – handling crashes and exceptions.