



Android

 Programming & development
SERVING INFORMATION WORLDWIDE
Course Curriculum

ANDROID APPLICATION DEVELOPMENT



The course contents are as follows:

Course Details

Day-1:(Session-1, 3hrs before lunch break)

- What Is Android?**
 - o Brief Introduction of Android Device Programming for Android
 - o Open Handset Alliance and Features

- Installing the Android SDK**
 - o Brief Introduction of Android Device Programming for Android
 - o Installing the Android
 - o Configuring the Android Plug-in for Eclipse

- Android Stack(Architecture)**
 - o Linux Kernel
 - o Native Libraries
 - o Dalvik Virtual Machine App Framework

- Hello World Application**
 - o Creating the first Android Application
 - o Running the application on Android emulator
 - o Hello World App on Android Emulator

Day-1:(Session-2, 5hrs after lunch break)

- Main Building Blocks**
 - o Default Packages
 - o Activities
 - o Activity Life Cycle
 - o Intents
 - o Content Providers
 - o Broadcast Receiver

- Intent Filters in Android**
 - o Role of filters
 - o Intent matching Rules
 - o Filters in your Manifest

- Working on and Preparing Android User Interface**
 - o XML Layout Files
 - o Views and Layouts
 - o Setting Content View



- o Basic UI Components(Buttons,EditText,List View,AutoCompleteTextView,Spinner)
- o Performing and Handling user events

Tea Break

Android Apps Building

- o Declaring Variables
- o Using Text View for values to be printed
- o Using Conditions

Designing an Application

- o Implementation of Widgets
- o Using Radio Buttons
- o Use of different types of Android Themes

Day-2:(Session-1, 4hrs before lunch break)

Android Layout Understanding&Menu

- o Linear Layout
- o Relative Layout
- o Building PopUp Menu

Android: Toast Creation

- o Creating Standard Toast
- o Setting the position of a Toast on the Screen

Tea Break

Sensors in Android

- o How sensors work
- o Types of Sensors
- o Listening to sensor reading
- o Working with Acceleration Sensor
- o Reading X,Y,Z Coordinates

Work With Your Android Phone

- o Get your Apps on Phone.
- o Get Connected with Phones
- o App Transfer Among Hand Sets

Day-2:(Session-2, 4hrs after lunch break)

Broadcast Receiver

- o Life Cycle of Broadcast Receiver
- o Some System Broadcast
- o Pending Intent





- o Creating messaging application
- **Android Graphics and Multimedia**
 - o Playing Audio
 - o Playing video
- **Media Player Application using Content Provider**
 - o Creating list view to display song list
 - o Transfer songs on AVD
 - o Play songs on AVD or on your Device

Android Advanced Topics (Only Overview)

- 1) Android Async Task
- 2) Android Webservice
- 3) Android Online Apps
- 4) Targetting multiple Resolutions

