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Schedule - Android App Development (Professional)

Session #	Title	Details
Session 1	Introduction to Android	History of Android and Android Versions, API Levels and Devices, Installation & configuration of Android Development Tools
Session 2-3	Application Structure (In Detail)	Android application framework, Security Sand box, Sharing Content between to apps, Building Your First App, Supporting Different Devices, Interacting with other Apps
Session 4	Android Application Development Emulator-AVD	Developing, debugging your first Application Launching emulator-Android virtual Device ,Introduction to ADM, Functions of Logcat
Session 5	Introduction to IDE	Project Folder Structure, Resources in Android Project, Understanding Project Configuration file
Session 6	Application Building Blocks	Activities, Services, Content Providers, Broadcast receivers, Activity Life Cycle, Service Working, Service Life Cycle
Session 7-9	Working with Intents	Introduction to Intent, Working with Intents, Explicit Intent, Implicit Intent, Intent for result
Session 10	Application Design considerations	Screen size, Screen density, Orientation, Resolution, Density-independent pixel (dp)
Session 11-12	UI Elements	Views, Layouts (Frame Layout , Linear Layout , Table Layout , Relative Layout , Absolute Layout)
Session 13-14	Notifications	Toast Notification, Dialogs (Alert Dialog, Progress Dialog), Status bar Notification, Snack Bar
Session 15-17	Menus, Linkify	Options Menu, Context Menu, Sub menu, Popup Menu, Action Bar Menu, Linkify Examples: Web URLs, Email address, text, map address, phone numbers
Session 18-19	Adapters and Widgets	Array Adapters , Base Adapters, Custom Adapters, List View
Session 20-21	Threads	Threads running on UI thread, Worker thread, Handlers, Runnable, AsyncTask
Session 22	Effects	Basic UI design using XML, Introduction to Animations
Session 23-27	Data Storage	Shared Preferences, Internal Storage, External Storage, SQLite
Session 28-31	Networking	Working with WebView, Consume Web api (RESTful)
Session 32-33	Location	Introduction to LocationManager
Session 34-36	Publish & Monetize App	How to Publish App on Google Play Store, How to put Ad mob (ads) in app
	Training Hrs	36
	Assignment Hrs	12
	Total Hrs	48

Hands On Projects:

Music Player, Video Player, Login/Registration Project (using SQLite), App to get current whether details of any city (using Web API), Caller ID demo app (using Broadcast Receiver) and many more