Syllabus: Android Training Course

Course Duration: 60 Days
Batches Weekday: Mon to Fri
Weekend: Sat/San

Module 1: Introduction to Android

a   o   A little Background about mobile technologies
b   o   Android – An Open Platform for Mobile development
c   o   Native Android Application
d   o   Android SDK Features
e   o   Open Handset Alliance
f   o   What does Android run On?
g   o   Why Develop for Mobile?
h   o   Why develop for Android?
i   o   Android Development Framework
j   o   Android Application Architecture
k   o   Android Libraries

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Module 2: Developing for Android: Your First Android application

a   o   Developing for Android
b   o   First Android application
c   o   Using Eclipse
d   o   Running and Debugging
e   o   Developing for mobile devices
f   o   Android development Tools

Module 3: Android Applications and Activities

a   o   Creating Application and Activities
b   o   Application Manifest Introduction
c   o   Android Application Life Cycle
d   o   Application Priority and process states
e   o   Externalizing resources
f   o   Android Application Class
g   o   Android Activities

Module 4:UI Design for Android

a   o   Fundamental Android UI Design
b   o   Introducing Views
c   o   Introducing Layouts
d   o   Creating new Views
e   o   Draw able Resources
f   o   Resolution and density independence
g   o   Creating and Using menus

Module 5: Intents, Broadcast Receivers, Adapters and Internet

a   o   Introducing Intents
b   o   Intents and Intent filters
c   o   What are Pending Intents
d   o   Adapters
a
b   **Office:** SCO 114-115, LEVEL III, Sector 34-A, Chandigarh, Phone 0172-6578448
c   **Mobile:** 92162-42412, 9216342411

Website: webcomincorp.com

e   o   Using Internet Resources

f   o   Introducing Dialogs

g   o   Creating an Earthquake Viewer

Module 6: Files, Saving States and Preferences

a   o   Saving Application Data

b   o   Creating and saving preferences

c   o   Retrieving shared preferences

d   o   Creating a settings Activity for an earthquake viewer

e   o   Introducing the preference Activity and preference Framework

f   o   Creating a standard preference activity

g   o   Saving Activity State

h   o   Saving and Loading Files

i   o   Including static files as Resources

j   o   File management tools

Module 7: Database and Content Providers

a   o   Introducing Android Databases

b   o   Introducing SQLite

c   o   Cursors and content values

d   o   Working with SQLite Database

e   o   Creating new content Provider

f   o   Using Content providers

g   o   Creating and Using Earthquake content provider

h   o   Native Android Content provider

i

Module 8: Maps, Geocoding , Location Based Services

a   o   Using Location based Services

b   o   Configuring Emulator to test Location based Services

c   o   Updating Locations in Emulator Location Providers

d   o   Selecting a location provider

e   o   Finding your location

f   o   Using proximity Alerts

g   o   Using a geo coder

h   o   Creating Map based Activity
    o   Mapping Earthquakes Example

Module 9: Working in background

a   o   Introducing Services

b   o   Using background Threads

c   o   Let's make a toast

d   o   Introducing Notifications

e   o   Using Alarms

Module 10: Invading the Phone Top

a   o   Home Screen widgets

b   o   App widgets

c   o   Earthquake widget example

d   o   Live Folders

e   o   Adding Search to your Application and a quick search box

f   o   Creating Live wallpaper

Module 11: Audio, Video, Using Camera

a   o   Playing Audio and Video

b   o   Recording Audio and Video

- c o Using Camera and taking pictures
- d o Adding new media to media store
- e o Raw Audio Manipulation

Module 12: Telephony and SMS
- a o Telephony
- b o Reading Phone device details
- c o Reading Sims Details
- d o Incoming and outgoing call monitoring
- e o Tracking Service Change
- f o Introducing SMS and MMS
- g o Sending SMS and MMS
- h o Sending SMS messages manually
- i o Emergency responder

Module 13: Bluetooth , Network and Wi-Fi
- a o Using Bluetooth
- b o Managing Network Connectivity
- c o Managing Wi-Fi

Module 14: Sensors
- a o Using Sensors and Sensor Manager Interpreting sensor values
- b o Using Compass, Accelerometer and orientation services
- c o Controlling Device Vibration

Module 15: Advanced Android Development
- a o Paranoid Android
- b o Using wake Locks
- c o Introducing Android Text to speech
- d o Using AIDL to support IPC for services
- e o Using Internet Services
  - o Building Rich User Interface