Syllabus: Android Training Course

Chapter 1: Introduction to Android

- What is Android?
- Setting up development environment
- o Dalvik Virtual Machine vs Art

Fundamentals:

- a. Basic Building blocks Activities, Services, Broadcast Receivers & Content providers
- b. UI Components Views & notifications
- c. Components for communication -Intents & Intent Filters
- Android API levels (versions & version names)

Chapter 2: Application Structure (in detail)

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

Chapter 3: Basic UI design

- o Form widgets
- o Text Fields
- o Layouts

o [dip, dp, sip, sp] versus px o Examples

Chapter 4: Preferences

- o SharedPreferences
- Preferences from xml Examples

Chapter 5: Menu

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

Chapter 6: Intents (in detail)

o Explicit Intents o Implicit intents o Examples

Chapter 7: UI design o

Time and Date

- o Images and media
- o Composite
- AlertDialogs & Toast
- o Popup
- o Examples

Chapter 8: Tabs and Tab Activity

• Examples of Support Library

Chapter 9: Styles & Themes

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

Chapter 10: Content Providers

- o SQLite Programming
- o SQLiteOpenHelper
- o SQLiteDatabse
- Cursor
- Reading and updating Contacts
- Reading bookmarks
- Example:
 - Develop an App to demonstrate database usage. CRUD operations must be implemented. Final details should be viewed in GridView as well as in ListView.

Chapter 11: Adapters

- o Adapters:
 - a. ArrayAdapters
 - b. BaseAdapters
- o ListView and ListActivity o Custom listview
- o GridView using adapters o Gallery using adapters o Examples

Chapter 12: Notifications

- Broadcast Receivers
- o Services and notifications o Toast
- Alarms
- o Examples

Chapter 13: Threads

- o Threads running on UI thread (runOnUiThread) o Worker thread
- o Handlers & Runnable o AsynTask (in detail) o Examples