

Oracle DBA, Oracle Developer, Java, Android, SQL Server, Linux, C, C++, MySQL PHP, HTML, CSS, Java Script, MySQL DBA, Postgresql DBA, ASP.Net

Android Syllabus

Pre-requisite:

C, C++, Java Programming
SQL & PL SQL

Chapter 1: Introduction to Android

- Introduction to android operating system
- History of android operating system
- Features of Android OS
 - Architecture of Android
 - Application Environment of Android
 - Overview of Android Studio
 - Android SDK
- Application workflow

Chapter 2: Programming Paradigms and Application Components

- Introduction to Application Components
- What is Activity
 - Operations on Activity
- Overview of Android Manifest File
- Intent and Intent filter
 - Broadcast Receivers
 - Content Providers
 - Services

Chapter 3: Introduction to UI Design

- Introduction to UI Design
- Overview of Views & View Groups
 - Layouts
 - Linear Layout
 - Relative Layout

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- List View
- Grid View
- Table View
- Web View
- Recycler View
- Card View

Adapters

Views

- Button
- Floating Action Button
- TextField
- RadioButton
- ToggleButton/Switch
- CheckBox
- Spinner
- ImageView
- ImageSwitcher, etc..

Event Handling

- Listeners

Menus

- Sliding Menu with navigation drawer

Action Bars

Notifications

- Status

- Toast and Snackbar

- Dialog

Styles and themes

- How to create custom widget

- Focus Event

- Touch mode

- Working on screen orientations

- Android design principals

- Material Design

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Animation
Components
Style
Layout
Patterns
Usability

Chapter 4: Resources, Assets, Localization and Designing for tablets

Fragments
Designing for Tablets
Developing Apps for Different Android Platform Versions, Languages And Screens
Manipulating Objects with Drag and Drop
Optimizing Applications for High Screen Resolution
Multi-Pane and Flexible UI
Resources and Assets
 Creating Resources
 Managing Application Resources and Assets o Resource switching in Android
Localization Strategies
 Testing Localized Applications
 Publishing Localized Applications

Chapter 5: Introduction to Content Providers and Storage

Content Provider
 Content URI
 CRUD Access
Standard Content providers
 Contact
 Browser
 Calllog
 Calendar
 Media Store

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- Settings
- Storage Options
 - Shared Preferences
 - Internal and External Storage
- Databases
- Network Connections

Chapter 6: Data Access and SQLite

- Introduction to SQLite
- SQLiteDatabases
- Saving Data
 - Key-Value Sets
 - Files
 - SQL Databases
- Content Sharing
 - Sharing Simple Data
 - Sharing Files
 - Sharing Files with NFC

Chapter 7: Native Capabilities - Camera, Audio, Sensors and Bluetooth

- Introduction to Camera API
 - Taking Photos
 - Recording Videos
 - Controlling Camera
- Android Media API
 - Playing Audio/Video
 - Managing Audio Playback
 - Focus and Output Hardware
 - Media Recording
 - Media Router
- Printing Content
- Sensors
- Android Gestures

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Connectivity

- Bluetooth
- NFC
- USB
- Wi-Fi

Chapter 8: Map and Location-based Services

- Introduction To Map And Location API
- Working With Location Manager
 - Working With Google Maps Extensions
 - Maps Via Intent And Map Activity
- Location Based Services
 - Location Updates
 - Location Providers
 - Finding Your Location
- Map - Based Activities
 - How To Load Maps
 - To Finding Map API Key
- Google Play Services

Chapter 9: Services and Parsing of data

- Bound and Unbound Services
- Starting and stopping services
- Android Interface Definition Language
- Handler and Messenger
- Scheduling of Services
- Parsing of data
 - JSON parsing
 - XML parsing

Chapter 10: Graphics and Multimedia

- Graphics
- Introduction to Graphics

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- Drawing into a view
- Surface view
- Surface Holder
- Animation
 - Tween animation
 - Scale
 - Alpha
 - Rotate
 - Translate
 - Frame by Frame animation
 - Interpolation

Chapter 11: Integrating with Embedded App and 3rd party App

- Integrating with Embedded App
 - Telephony
 - SMS
 - SMS Broadcasting
- Integrating with 3rd party App
 - Facebook integration
 - Twitter integration

Chapter 12: Others

- Application Widget
 - Application Widget overview
 - AppWidget provider info
 - AppWidget Layout
 - AppWidgetLayout
 - AppWidgetProvider
 - AppWidgetManager
 - RemoteViews
- GCM
- InApp billing

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Lazy loading
Ad Integration-AdMob
Support for pre lollipop OS
Marshmallow- Runtime permission

Chapter 13: Testing the Application

Testing Applications
 Basics of Testing
 Test Case Classes
Testing from an IDE
Activity Testing
Service Testing
Content Provider Testing
Debugging Using DDMS
Automating UI Tests
Building Effective Unit Tests

Chapter 14: Commercializing and Monetizing your Application

How to get Your App On The play Store
Application level Security
Using permissions
Designing for Performance & Designing for Performance.
Security with HTTPS and SSL, Security with Device Management Policies