

Android Training



android

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Android

Android is a mobile operating system based on Linux kernel. It allows developers to write managed code using Java programming language. This course is designed for Java programmers who want to kick start their careers in mobile application development

1. Getting Started

- Overview of Android and Android SDK
- Getting to know your Android development environment
- Writing your first Android application
- Running and debugging your application
- Working with Android simulator
- Test your application on device

2. Android Applications - The Big Picture

- Android architecture
- Android application model
- Overview of Android application building blocks
- Application design guidelines
- Application lifecycle

3. Building User Interface

- Overview of Android's view structure
- Android built-in layouts
- Defining a layout in XML
- Android built-in Views
- Event handling
- Building custom views and layouts

4. Building Android Applications

- AndroidManifest.xml file - the control file
- Building activities
- Building intents
- Building and using services
- Notifications
- Building and using content providers

5. Data Stores

- Overview of storing, retrieving, and exposing data
- Preferences
- Files
- SQLite Databases
- ContentProviders
- Data access over the network

6. Android Security Model

- Overview of Android security architecture
- Signing application packages
- User IDs and access control
- Using, declaring and enforcing permissions
- URI permissions

7. Resources and I18N

- Overview of resources in Android
- Creating resources
- Using resources
- Drawable resources
- Animation resources
- Using resources for different languages

8. Android Media API

- Playing audio/video
- Media recording

9. Building Location Based Applications

- Where am I
- LocationManager
- Integrate with GoogleMap

10. Interprocess Communication with AIDL

- Overview of Android Interface Definition Language (AIDL)
- Defining the interface
- Implementing an interface
- Exposing the interface
- Invoking IPC methods Parameter passing

11. Project Work in Android Application Development