



Android Developer Online Training

Company News

JAVA Basics

- ❖ Relating Java with other languages
- ❖ Showing how to download, install, and configure the Java environment on a Windows system
- ❖ Describing the various Java technologies such as Java EE, Java ME, Embedded Java SE
- ❖ Key features of the technology and advantages of using Java
- ❖ Java versions, Features and History
- ❖ Java Programming format
- ❖ Java Keywords
- ❖ Java Data Types
- ❖ Declarations and Access Control
- ❖ Operators and Assignments
- ❖ Flow Control
- ❖ Typecasting
- ❖ Arrays

Mobile Basics

- ❖ Concepts of mobile development History
- ❖ Mobile
- ❖ The mobile Ecosystem
- ❖ The mobile Browsers
- ❖ Types Of Mobile Apps
- ❖ Multiplatform Development Framework
- ❖ Mobile Development Cycle

The Android Operating System

- ❖ Mobile Form Factors
- ❖ Versions of Android
- ❖ Applications and APK Files
- ❖ Process Architecture
- ❖ The Role of Java
- ❖ Hello, Dalvik
- ❖ What's In, What's Out
- ❖ Services
- ❖ User Interface

- ❖ ADOBE LIVE CYCLE

- ❖ Memory and Storage
- ❖ Operating-System Services
- ❖ Inter-Process Communication

Android Development

- ❖ The Android SDK
- ❖ The SDK and AVD Managers
- ❖ Configuring the Emulator
- ❖ Eclipse
- ❖ Resources
- ❖ APK Files
- ❖ Build Process
- ❖ The R Class
- ❖ Assets
- ❖ The Dalvik Debug Monitor Server
- ❖ The Android Debugger (adb)
- ❖ Command Shells
- ❖ The Android Log and Log Cat

Applications

- ❖ Activities
- ❖ Activity Lifecycle
- ❖ The on Create Method
- ❖ Layouts and Views
- ❖ The find View By Id Method
- ❖ Tasks and the "Back Stack"
- ❖ Intents and Results
- ❖ start Activity and Related Methods
- ❖ Custom Application Classes
- ❖ Shared Application State
- ❖ Centralized Flow Control

User Interface Design

- ❖ XML Layouts
- ❖ Layout Parameters
- ❖ The Box Model
- ❖ Gravity
- ❖ The Layout In flatter Service
- ❖ Views and Adapters
- ❖ Form Widgets

Views, Adapters, and Dialogs

- ❖ Styles and Themes
- ❖ view Orientation
- ❖ Adapters
- ❖ Dialogs
- ❖ On Create Dialog and Related Methods
- ❖ Using Alert Dialog
- ❖ Fragments and Designing for Tablets
- ❖ Phone/Tablet Portability

Working with Text

- ❖ Input Methods
- ❖ Input Types: Phone, E-mail, Date, Time
- ❖ Date Picker and Time Picker
- ❖ Date- and Time-Picking Dialogs
- ❖ Providing Auto-Completion
- ❖ Using the Clipboard
- ❖ Linkification

Working with Lists

- ❖ AdapterView and Subclasses
- ❖ Adapter and Subinterfaces
- ❖ ListView and ListAdapter
- ❖ Spinner and SpinnerAdapter
- ❖ Handling Item Selection
- ❖ Custom Adapters
- ❖ ExpandableListView and ExpandableListAdapter

Graphics and Low-Level Events

- ❖ Drawing on a Canvas
- ❖ The Paint Object
- ❖ Handling Size and Orientation Changes
- ❖ Handling Touch Events
- ❖ Working with Drawables
- ❖ Shape Drawables
- ❖ Bitmap Drawables
- ❖ 9-Patch Bitmaps
- ❖ Custom Drawables
- ❖ The Drawing Cache and Working with Bitmaps

Menus

- ❖ Menus and Views
- ❖ Menu Resources
- ❖ The MenuInflater Service
- ❖ The Options Menu
- ❖ The Context Menu
- ❖ The Menu and MenuItem Classes
- ❖ The onOptionsItemSelected and onContextItemSelected Methods
- ❖ Handling Menu Selections
- ❖ The Escape from switch/case
- ❖ Using a Dispatch Map
- ❖ Building Menus Dynamically

Local Storage

- ❖ The Android File System
- ❖ Internal Storage
- ❖ File Formats
- ❖ Parsing JSON
- ❖ The openFileInput and openFileOutput Methods
- ❖ Storage and the Application Lifecycle
- ❖ External Storage
- ❖ Private Storage vs. Public Media
- ❖ Permissions

- ❖ Checking for Availability
- ❖ `getExternalStorageDir` and Related Methods
- ❖ API Level Differences
- ❖ Preferences
- ❖ Preferences Resources
- ❖ The `PreferencesActivity`
- ❖ The `PreferencesManager`
- ❖ Reading Preferences

SQL Database

- ❖ Introducing SQLite
- ❖ `SQLiteOpenHelper` and creating a database
- ❖ Opening and closing a database
- ❖ Working with cursors Inserts, updates, and deletes

Multimedia in Android

- ❖ Multimedia Supported audio formats
- ❖ Simple media playback
- ❖ Supported video formats
- ❖ Simple video playback
- ❖ Best practices for performance

WiFi

- ❖ Monitoring and managing Internet connectivity
- ❖ Managing active connections
- ❖ Managing WiFi

Telephony

- ❖ Making calls
- ❖ Monitoring data connectivity and activity
- ❖ Accessing phone properties and status
- ❖ Controlling the phone

Camera

- ❖ Taking pictures
- ❖ Rendering previews

Bluetooth

- ❖ Controlling local Bluetooth device
- ❖ Discovering and bonding with Bluetooth devices
- ❖ Managing Bluetooth connections
- ❖ Communicating with Bluetooth
- ❖ Networking
- ❖ Working with web services
- ❖ Best practices

Location Services

- ❖ Working with the Location Manager
- ❖ Working with Google Maps extensions
- ❖ Best practices for performance

Best Practices

- ❖ Best practices for performance

- ❖ Best practices for UI design
- ❖ Best practices for security
- ❖ Best practices for Battery usage

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- » Us Staffing
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