

Android Mobile Application Development

Length : 3 days
Delivery Method : Instructor-led (classroom)

Course Overview

Android platform offers compatibility with a wide range of devices, which provide global access to the mobile market. Revolutionize your organization by delivering robust business applications for Android phones and tablets and integrate them with enterprise systems. This 3 day course provides in-depth particle knowledge to build Android mobile applications

Audience Profile

This course is designed for existing programmers and developers who wish to develop mobile applications for the Google Android platform. It is also suitable for software developers who are looking to move into Mobile Application Development.

At Course Completion

Upon successful completion of this course, participants will be able develop their own Android mobile applications.

You will:

- Design Android apps using layouts.
- Build Android application according to given specifications
- Implement Web, Maps, ARKit and other Android SDK features.
- Deploy Android apps to the Google marketplace.

Pre-Requisites

It is required to have previous knowledge and experience of Java or C# or Swift programming language.

JavaScript / JSP/ PHP / JAVA developers/ students with 1 year of minimum experience.

Microsoft .NET/ ASP.NET developers /students with 2 years of minimum experience.

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Course Outline

Module 1: Getting Started with Android Programming

- What is Android?
- Obtaining the Required Tools
- Creating Your First Android Application
- Anatomy of an Android Application

Module 2: Activities, Fragments, and Intents

- Understanding Activities
- Linking Activities Using Intents
- Fragments
- Calling Built-In Applications Using Intents
- Displaying Notifications

Module 3: Getting to Know the Android User Interface

- Understanding the Components of a Screen
- Adapting to Display Orientation
- Managing Changes to Screen Orientation
- Creating the User Interface Programmatically
- Listening for UI Notifications

Module 4: Manipulating the SQLite database

- Executing queries to locate information
- Specifying column selections with projections

Module 5: Displaying Pictures and Menus with Views

- Using Image Views to Display Pictures
- Using Menus with Views
- Some Additional Views

Module 6: Data Persistence

- Saving and Loading User Preferences
- Persisting Data to Files
- Creating and Using Databases

Module 7: Location-Based Services

- Displaying Maps
- Getting Location Data
- Monitoring a Location
- Project – Building a Location Tracker

Module 8: Designing Your User Interface with Views

- Using Basic Views
- Using Picker Views
- Using List Views to Display Long Lists
- Understanding Specialized Fragments

Module 9: Networking

- Consuming Web Services Using HTTP
- Consuming JSON Services

Module 10: Publishing Android Applications

- Preparing for Publishing
- Deploying APK Files