

# **SIX MONTHS TRAINING IN ANDROID PROGRAMMING**



## **Module 1~ Java Fundamentals**

### **Introduction to Java:**

- History of Java
- Need for Java
- Java versions
- Features/Advantages of Java
- JVM Architecture
- Packages in Java

### **Programming in Java:**

- Programming Structure
- Variables/Constants
- Datatypes
- Various operators
- Access Specifiers & Modifiers
- Decision Making & Branching
- Decision Making & Looping

### **Methods in Java:**

- Introduction to Methods
- Argument passing mechanism
- Pass by value
- Pass by reference
- Arrays
- Wrapper Classes
- Manipulating strings

### **OOPS Principle:**

- Basic principles of OOPS
- Class & Object
- Access modifiers
- Constructors & destructors
- Static members



### **Inheritance & Polymorphism:**

- Inheritance & polymorphism
- Overloading methods
- Hiding methods
- Abstract class
- Abstract methods
- Multiple inheritance
- Interfaces
- Method Overriding

### **Packages & Exception Handling**

- Packages in Java
- Importing packages
- Creating User defined packages
- Exception Handling
- Built-in Exceptions
- User defined Exceptions

### **Multithreading in Java**

- Multithreading Concept
- Implementing multithreading in Java
- Thread Life Cycle
- Thread Priorities
- Thread Synchronization

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## **Module 2 ~ Windows Programming**

### **Windows Programming:**

- Introduction to GUI Programming
- Introduction to Frames
- Various component classes
- Creating Frames & Components in Java
- Invoking Properties & methods of components



- Overview of awt components

### **Swings Programming**

- Introduction to Swings
- Layout Managers
- Swings Vs AWT in Java
- GUI Programming using Swings

### **Event Handling**

- Event handling mechanism in Java
- Event Listeners & Event Handlers
- Handling mouse & keyboard listeners
- Using MouseListener & MouseMotionListener

### **Applet Programming**

- Applet Introduction
- Applet Life Cycle
- Creating Web pages using Applet
- Handling Events on Applet

### **Collections Framework**

- Introduction to java.util package
- Various classes & interfaces
- Vector, Stack & Hashtable classes

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## **Module 3 ~ Android Application Development**

### **Overview of HTML**

- HTML Introduction
- HTML Elements & Attributes
- Creating hyperlinks
- Creating Lists & Tables
- HTML Forms & Controls



### Overview of XML

- Introduction to XML
- Creating XML documents
- Introduction to parser
- Validating & Non-Validating parsers

### Overview of Android

- Overview of the Android Platform
- Applications (Apps) Defined
- Comparison with Mobile Web
- Android Architecture
- Role of Java

### Android SDK

- Eclipse IDE Plugin
- Device Emulator
- Profiling Tools
- Hello World Application
- Application fundamentals & user interface

### Android Application Fundamentals

- Android application building blocks
- Activating components
- Life Cycle of Application
- Development tools, Manifest File
- Life Cycle of Activity

### Basic UI Design

- Form widgets
- Text Fields
- Layouts
  - Relative Layout
  - Table Layout
  - Frame Layout
  - Linear Layout
  - Nested Layout



## Menus

- Option Menu
- Context Menu
- Sub Menu
- Menu from XML
- Menu via code

## Main Building Blocks

- Activity
- Intents
- Services
- Content Providers
- Broadcast Receivers

## Data Storage

- Shared Preferences
- Internal Storage (Files)
- External Storage(SD Card)
- SQLite Databases

## SQLite Programming

- Introduction to SQLite
- SQL Basics
- Database Connectivity
- Data binding
- Using content provider
- Implementing content provider

## **Device Connectivity**

- Bluetooth Tutorial
- List Paired Devices
- Working with WiFi
- Working with Camera



## Location API

- Location API Fundamental
- Example of Android Location API
- Working with Google Maps

## Multimedia

- Multimedia API
- Playing Audio
- Creating Audio Player
- Playing Video
- Alarm Manager
- Gallery

## Speech API

- TextToSpeech API
- TextToSpeech Example
- Managing speed and pitch
- Speech To Text

## Android Service

- Android Service
- Android Service API
- Android Started Service
- Android Bound Service
- Android Service Life Cycle
- Android Service Example

## Data Storage

- Shared Preferences
- Internal Storage
- External Storage

## XML & JSON

- XML Parsing SAX
- XML Parsing DOM
- XML Pull Parser
- JSON Parsing



## **Android Web Services**

- What is web service
- Soap Vs Restful web service
- Android Restful web service example with Php
- Storing data into external MySql database
- Verifying data in android with external MySql database

## **Android Google Map**

- Android Map V2 API
- Adding Map
- Customizing Map
- GoogleMap class
- Android Google Map Application

## **PHP**

- Basic of Php
- Loop ,Array ,block in php
- Database connectivity with mysql in php

## **MY SQL**

### **Section 1: Relational Database Basics**

1.1 Brief History of MySQL

1.2 Relational Databases and Popular Databases

1.3 SQL Statements

### **Section 2: Data Manipulation Language (DML)**

2.1 INSERT

2.2 UPDATE

2.3 DELETE

2.4 SELECT

### **Section3: Data Definition Language (DDL)**

3.1 CREATE

3.2 ALTER

### 3.3 DROP



## **Section4: Sub-Queries, Joins and Unions with MySQL**

4.1 Order By, Like , And & Or, Where , Between

4.2 Joins & Unions

4.3 Aggregate Functions and Grouping

## **Section 5: Constraints and Normalization**

5.1 Understanding Primary and Foreign Keys

5.2 Understanding Database Normalization

## **Publishing Applications**

- Testing application
- Signing the application
- Versioning application
- Publishing in android market