Android Application Development using JAVA

The course is for designing and building mobile applications using Android™ open-source platform. It will be a combination of lecture and laboratory course which will help the student understand the philosophy of developing for Android™ through its main application development building blocks and their interaction with one another.

This course encourages students to learn by building increasingly more sophisticated and meaningful mobile applications for Android™.

Syllabus

- Introduction to Java
- OOPS refreshing concept
- Introduction to Android
- What is Android?
- History of Android
- Introduction to Android Apps Development TOOL
- What is Activity?
- Developing a Simple Android login screen UI design
- Types of Layouts in Android
- Introduction to Android Java class file & its structure.
- Creating a simple Toast Message Application with the On click button
- Android Virtual device (AVD)?
- How to create Android Virtual Device (AVD)
- How to run our App on our own Android device
- Android Activity Lifecycle
- Android Menus
- Basic widgets in android, Creating a Simple user registration page UI
- Creating a new Activity
- Passing Data between Activities

- Android Manifest file
- Basic Components of Android
- Effective usage of Android Templates
- Android Fragments
- Firebase
- Fetching data from fire base
- SQLite Database, CRUD operations with it.
- Procedures to launch your App on the Play store.
- **3 Android applications (APKs)**

What you will learn

- Build enterprise-level mobile applications with Java on Android
- Understand both the basic and advanced concepts of Java
- Understand why to use Java in android application development
- Install and configure Android Studio
- Explain and use key Android programming concepts
- Using firebase as a database
- Deploy the application on Google Play

SKILLS GAIN

Android is the most popular operating system in the world, with over 2.5 billion active users spanning over 190 countries.