

Android

Android Training Syllabus

Android Fundamentals

- History of Android
- Introduction to Android OS
- What is Android?
- Android Versioning
- Android Development Tools
- Android Architecture
- Practical Installation of Android SDK, Eclipse and ADT Plug-in
- Structure of a Android Project
- OOPS Concepts – Inheritance, Polymorphism
- OOPS Concepts – Interfaces, Abstract class
- OOPS Concepts – Threads, Java Swings, Layout Managers
- OOPS Concepts – Overloading and Overriding

Android Concepts (Advanced)

- Activity – Activity Lifecycle (Callback Methods)
- Activity – Fragments & Fragment Lifecycle
- Intent and Intent Filters
- Services
- Content Providers
- Broadcast Receivers
- Introduction to Layouts and Design
- Layout Manager and different Layouts
- SQLite – Database Usage
- Application Design Guidelines
- Android Best Practices (Coding)