

# **Android Dev.Certification Course**

Course Duration: 90 Days

# **Topics & Details**

# Introduction to Android Development:

#### ★ Introduction to Android Development

- Overview of Android platform and architecture.
- Setting up Android development environment (Android Studio, SDK installation).
- Understanding Android components (Activities, Services, Broadcast Receivers, Content Providers).
- Introduction to Android Jetpack components

### ★ Java/Kotlin Programming Basics (if necessary)

- Variables, data types, operators.
- Control flow (if, else, loops).
- Functions, classes, objects, inheritance, polymorphism.
- Exception handling.

### ★ User Interface Design (XML and Layouts)

- XML layout files and views.
- Common layout types (ConstraintLayout, LinearLayout, RelativeLayout).
- Styling and themes.
- Handling user input (EditText, Button, CheckBox, etc.)

#### ★ Activities and Fragments

- Lifecycle of activities and fragments.
- Creating and managing activities.
- Communicating between activities.
- Fragment lifecycle and management.

#### ★ Views and ViewGroups

- ListView, RecyclerView for displaying lists.
- GridView, ViewPager for displaying collections.
- Custom views and ViewGroups

#### ★ Intents and Intent Filters

- Implicit and explicit intents.
- Passing data between activities.
- Handling intents with intent filters.

#### ★ Data Storage

- SharedPreferences for saving small amounts of data.







- SQLite database for structured data storage.
  - Working with Content Providers

#### ★ Networking and Web Services

- Making network calls using Retrofit or Volley.
- Parsing JSON and XML responses.
- Handling network operations asynchronously

#### ★ Background Processing and Threading

- AsyncTask for simple background tasks.
- Using Loaders for managing long-running tasks.
- Executors and ThreadPools for more complex threading scenarios.

#### ★ Notifications and Broadcasts

- Creating and displaying notifications.
- Handling broadcast receivers.
- Local and system-wide broadcasts

#### ★ Working with Multimedia

- Playing a<mark>udio a</mark>nd video.
- Capturing images and video using Camera API.
- Media playback controls and notifications.

#### ★ Location-Based Services

- Getting user's location using GPS and network providers.
- Geocoding and reverse geocoding.
- Using Google Maps and integrating map features.

#### ★ Security and Permissions

- Understanding Android security model.
- Handling runtime permissions (Android 6.0+).
- Securing data storage and communication.

# ★ App Deployment and Publishing

- Generating signed APKs.
- Uploading apps to Google Play Store.
- App distribution strategies.

# ★ Advanced Topics (optional)

- Android Jetpack components (ViewModel, LiveData, Room).
- MVVM architecture pattern.
- Dependency Injection with Dagger Hilt.
- Testing Android apps (JUnit, Espresso



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#### ★ Project Work



- Developing a complete Android application from scratch.
- Applying learned concepts and best practices.
- Iterative development and debugging.

#### $\star$ Review and Assessment

- Recap of key concepts and techniques.
- Assessments and quizzes.
- Practical applications and real-world examples.





