

Android Application Development

Duration: 5 Days

Description

With Android phones being produced by all of the major phone manufacturers and with the addition of new tablet devices, it's no surprise that the Android platform is the fastest growing mobile development platform in the world.

In this course, you will learn to develop Android applications using Java and the Eclipse development environment. You will learn basic application development including using the Android mobile camera, working with geolocation tools, and playing audio and video files.

Delegates will learn

- Tools available to develop Android applications
- Android OS architecture
- Work with components on Android devices
- Use Android SDK and API tools to design effective and attractive apps for Android mobile devices
- Java language classes and objects built to work within the Android operating system
- Knowledge required to write compelling Android applications

Audience

New and experienced application developers who wish to expand their toolset and specialize in developing Android apps for business, education, or personal use

Outline

Day 1

- Creating and Running Java Apps with Eclipse
- Data Types, Variables, and Operators
- Control Statements
- Methods
- Arrays

- Object-Oriented Java
- Inheritance and Interfaces
- Inner Classes

Day 2

- Introduction to Android
- Development Tools
- Creating Your First Application: Hello World
- Debugging and Profiling Android Applications
- The Application Life Cycle
- Working with Application Resources

Day 3

- User Interface: Fields, Buttons, and Labels
- User Interface: Selection Widgets
- User Interface: Lists
- User Interface: Containers
- User Interface: Progress Bars, Time Pickers, and Clocks
- Creating Menus and Messages

Day 4

- Filters and Intents
- Working with the Internet
- Working with Web Services
- Working with XML
- Audio and Video
- Animation
- The Built-In SQL Database

Day 5

- Working with the Built-In Camera
- Geolocation Services
- Working with Google Maps
- Working with the Browser

Prerequisites

Knowledge of Fundamentals Java programming