

Java & Android Applications (Practical Oriented Course)
Course Duration 10 weeks (Sundays: 10:00 AM to 1:00 PM)

<p>Course Details: Course duration : 10 Hours Class duration : 3 hours / day (sundays) Training mode : Instructor led Class Server access : Provided at no extra cost Study material : Provided in the form of PDFs, PPTs & Word docs / On-Line materials Weekend & normal training can be provided</p>	<p>Course Details: Course duration: 20 Hours Class duration : 3 hours / day (Sundays) Training mode : Instructor led Class Server access : Provided at no extra cost Study material : Provided in the form of PDFs, PPTs & Word docs Weekend & normal training can be provided</p>
<p>WHAT YOU'LL LEARN</p> <ol style="list-style-type: none"> 1. It is "simple, object-oriented and familiar" 2. It is "robust and secure" 3. It is "architecture-neutral and portable" 4. It is executed with "high performance" 5. It is "interpreted, threaded, and dynamic" 	<p>WHAT YOU WILL LEARN</p> <ol style="list-style-type: none"> 1. TO UTILIZE ECLIPSE AND THE ANDROID ADT PLUGIN TO DEVELOP AND DEBUG ANDROID APPLICATIONS. WITH THIS COURSE YOU WILL MASTER ANDROID JAVA, ANDROID ACTIVITY LIFECYCLE, ECLIPSE TOOLSET, ADVANCED ANDROID UI, RESOURCES, LAYOUTS, STYLES AND THEMES AND MUCH MORE. BY THE END OF THE TRAINING, YOU WILL BUILD, TEST, DEBUG AND PUBLISH YOUR OWN ANDROID APPS ON ANDROID MARKET.
<p>Topics</p>	<p>Topics</p>
<p>Introduction : Java Basics Installation of all the software and Plug - ins</p>	<p>Introduction : Android Basics</p>
<p>Required Basic Java concepts</p>	<p>Installation of all the software and Plug - ins</p>
<p>OOPS Concepts 1 → Class , → Objects,</p>	<p>Required Basic Java concepts for Android</p>

<ul style="list-style-type: none"> ➔ Encapsulation <p>OOPS Concepts 2</p> <ul style="list-style-type: none"> ➔ Method Overloading ➔ Method Overriding 	
<p>OOPS Concepts 3</p> <ul style="list-style-type: none"> ➔ Polymorphism ➔ Abstract Classes 	OOPS Concepts (Class , Objects, Encapsulation, Method Overloading , Method Overriding, Inheritance, Polymorphism, Abstract Classes, Interface)
<p>OOPS Concepts 4</p> <ul style="list-style-type: none"> ➔ Interface ➔ Inheritance 	Declaration and Access Control (Java)
<p>Declaration and Access Control (Java)</p> <ul style="list-style-type: none"> ➔ Access Modifiers (public, protected , default and private) ➔ Non Access Modifier (final , abstract) 	Object Orientation (Java)
<p>Serialization</p> <p>De serialization</p> <p>Object Orientation (Java)</p>	Collection Framework (Java)
<p>Collection Framework (Java)</p> <ul style="list-style-type: none"> ➔ hashCode ➔ HashMap ➔ Lists ➔ Sets ➔ Maps ➔ Queue 	Serialization and De serialization
	Exception Handling
	Multi-Threading
SQLite Database connection and practical implementation	Android XML layouts & Practice
Introduction to Android JSON Parsing	Activity and it's lifecycle
Services and Life Cycle	Selection Widget (RadioButtons,

	CheckButtons, List, Spinner, GridView, Gallery Widget)
Notifications	Menus (Option and Context Menu) and Introduction to ActionBar
Location Services (Both Network and GPS based)	Fonts
Introduction to Memory Method Profiling	Dialog – Boxes (AlertDialog and Toast)
Publishing application in Google Play Store	Intents
Introduction to Beacon Technology	Broadcast Receiver & Async Task
Extra Classes (Doubts or missing classes)	Android Fragments and Custom Listener Implementation
	Threading Concepts using Message and Post
	Introduction to NDK / JNI
	Animation
	Preferences : Shared Preference
	Intent Filters