Fasttrack IT Academy

Basic Android Mobile Applications Development

Course Description

This 4-day Basic Android Mobile Application Development Course will teach you the most essential steps you need to know how to build real-world and exciting mobile applications today using the Android SDK. It covers the fundamentals of building apps for embedded devices, smartphones and tablets. This course will also teach how to create & customize rich user interfaces, manage, and process data. This will also guide you how to deploy Android Apps in physical devices.

Audience

The training is designed to cater to everyone interested in learning Android Mobile App Development.

Pre-Requisite:

Knowledge is any programming language, preferably Java Programming.

Course Objective:

Upon completion of this course, you will be able to:
1. Demonstrate the skills in undergoing Android Development Process:
Setup
Development
Deployment on Devices
2. Demonstrate their ability to apply basic techniques of using Android APIs (Application Programming Interface) such as Activity, Intents, ViewGroups, Views, Drag and Drop, and SQLite to develop app for mobile devices.

Course Outline

Part 1. Android Overview
1.1. What is Android
1.2. History of Android
1.3. Android Versions and Features
1.4. Android Architecture
1.5. Android Devices on the Market
1.6. The Android Market Store
1.7. Setting Up Your Environment
1.8. Obtaining Required Tools
1.9. Installing Android SDK Tools
1.10. Configuring Android SDK Manager
1.11. Android Development Tools

Part 2. Android Application Fundamentals and Application Resources
2.1 The Android Project Anatomy
2.2 Activity Life Cycle
2.3 Raw files
2.4 Splash Screen
2.5 Drawables
2.6 Icons
2.7 Intents
2.8 Passing values from Intents
2.9 Sound Effects
2.10 Running the Application

Part 3. Android Views, Containers& Layouts
3.1. Common Attributes Used in Views and ViewGroup
3.2. Units of Measurement
3.3. Common Layouts
3.4. Linear Layout
3.5. Table Layout
3.6. Relative Layout
3.7. Adapter and ListView

Part 4. Introduction to Basic Android User Interface
4.1. Buttons
4.2. Responding to Click Events
4.3. Applying Event Handlers and Listeners
4.4. Text Fields
4.5. Radio Buttons
4.6. Checkboxes
4.7. ImageView and Spinner
4.8. Applying styles to the widgets
4.9. SeekBar

Part 5. Introduction to SQLite
5.1. What is SQLite
5.2. Defining a Schema and Contract
5.3. Setting up SQLite Database Variables
5.4. SQLite class implementing SQLiteOpenHelper
5.5. Creating SQLite Database

Training Fee: P15,000 (VAT-inclusive)
Training Duration: 4 Days (32 Training Hours)
***This Course Outline is subject to change without prior notice.**
***Upon completion, participant will receive a Certificate of Completion from Fasttrack IT Academy**

FastTrack IT Academy – Manila
G/F King's Court II Bldg , Chino Roces Ave. cor. Dela Rosa St., Makati City
Direct Line: (02) 215.46.14
Mobile Number: +63917.580.89.25
Phone Number: (02) 822.71.20 | (02) 759.43.48 | (02) 625.03.00
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