FIT ACADEMY
FIRST IN TECHNOLOGY

Basic Android Mobile Applications Development 2020

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 Kotlin.

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

Basic Android Mobile App Development using Kotlin

I. Android Software Development Kit (SDK) and Development Environment (2 Hours)

- Definition and History of Android
- Versions and Features of Android
- Android Architecture
- Android Development Tools
    - Native VS Web App VS Hybrid
    - Native Development
        - Eclipse
        - Android Studio
    - Web App & Hybrid App Development
- Introduction to Android Studio
    - Creating a new project
    - Integrated Development Environment (IDE)
    - Android Emulators
    - Running Project on an actual device

II. Anatomy & User Interface (2 Hours)

- Project Structure Anatomy
    - Manifest
    - Packages & Java Folder
    - Resources(res)
        - Drawable
        - Layout
        - Mipmap
        - Values
            - Colors.xml
            - Strings.xml
            - Themes.xml
        - Raw
    - Gradle
- Activity
    - Activity Lifecycle
- Launcher Icon
- Auto Layouts
    - Units of measurements
    - Relative Layout
    - Constraint Layout
    - Linear Layout
    - Scroll View Layout

III. Programming Android UI Components Part 1 (4 Hours)

- Views and ViewGroups
- TextView (Label)
- EditText (Text Field)
- Button
- Casting of UI to Java and Kotlin
- Event Handlers & Listener

IV. Programming Android UI Components Part 2 (8 Hours)

- Toast & Snackbar
- Video & Audio
- ImageView
- WebView
- Intents
- Spinner
- Seekbar
- Radio Group & Radio Button
- Checkbox
- **Exercise (Basic Ordering App)**

V. Programming Android UI Components Part 3 (8 Hours)

- Fragments
- Notifications
- Calendar View & Calendar Dialogs
- Text to Speech & Speech to Text
- ListView & Custom ListView
- CardView & RecyclerView

VI. SQLite Databse (8 Hours)

- Introduction to SQLite Database Scheme
- Defining Database Scheme
- Implementation of Class SQLiteOpenHelper
- Creating SQLite Database Table and Fields
- Setting-up methods for SQLite Database
- CRUD Functions (Create, Read, Update Delete)
- **Final Output** (Contact Application)

Training Fee: P18,000 (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

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