

Mobile Applications: - 20 days – 20 hrs

Getting Started with Android – Environment setup

- A Little Background
- Setting up ADT Bundle for Android Development
- Types of Android Applications
- Creating First Android Application

Android Application Life Cycle and Activities

- What Makes an Android Application?
- Introducing the Android Application Class
- A Closer Look at the Application Manifest
- Creating and Using Resources

Android User Interfaces

- Assigning User Interfaces to Activities
- Introducing Layouts
- Introducing Adapters

Intents and Broadcast receivers

- Using Intents to Launch Activities
- Using Intents to Broadcast Events
- Creating Intent Filters and Broadcast Receivers
- Listening for Native Broadcast Intents
- Monitoring Device State Changes Using Broadcast Intents

Working with files, Saving state and Shared Preferences

- Creating, Saving and Retrieving Shared Preferences
- Introducing the Preference Framework and the Preference Activity
- Including Static Files as Resources
- Working with the File System

Running in the background

- Introducing Services
- Using Background Threads
- Using Alarms