



## Module # 5, Android Programming Course

<b>Total Course Time</b>	:	10 weeks
<b>Total Training Fees</b>	:	<del>\$350</del> \$300
<b>Payment Terms</b>	:	\$300 Full one time payment or 3 easy installments of \$120 each, paid every 3 months

Our course creators and instructors have worked on mobile apps and mobile gaming projects published by top tier companies such as **EA Mobile, iPlay, Oberon Media, Disney Mobile, Sony Pictures, Warner Bros, and Vodafone** amongst others. They have been **actively involved for over 7 years** in the mobile industry through our associated sister company Chakra Interactive.

### Salient features of the course

- Master Android Development via a fun and easy to learn system
- Learn step-by-step via Online Video Tutorials, PDFs and Worksheets
- Get direct guidance and live One-on-One Support from our Tutors
- Take Weekly Exercises that are then reviewed and graded for you
- Have Tutors chart and monitor your progress on a regular basis
- Learn from the comfort of your home, at the time of your convenience
- Work on a live commercial project as part of your final project
- Get an EDUmobile certification for the full tenure of the course

## Content of the Content

### **Week 1** – Introduction to Android and Java

- (a) Installing Android
- (b) Creating Hello World
- (c) Running on Emulator
- (d) Introduction to Java – Data types, Loops, Conditionals and Operators

### **Week 2** – Android Architecture and OOPS

- (a) Building Blocks of Android
- (b) Java Classes and Objects
- (c) Class Methods and Instances
- (d) Inheritance and Polymorphism in Java
- (e) Interface and Abstract class

### **Week 3** – Android UI and Advance Java

- (a) Using resources
- (b) Using themes
- (c) Debugging Android Code
- (d) Settings
- (e) Java I/O
- (f) Threads and Synchronization

**Week 4** - Android Graphics and Multimedia

- (a) Basic Graphics
- (b) Input Handling
- (c) Playing Audio
- (d) Playing Video

**Week 5** - Persistence in Android

- (a) Accessing Internal Files system
- (b) Accessing SD cards
- (c) Introduction to SQLite
- (d) Data Binding
- (e) Content Provider

**Week 6** - Network Awareness

- (a) Accessing the Internet
- (b) Using Web services
- (c) Using Java and Java Script
- (d) Location Sensing

**Week 7** - 3D graphics in OpenGL and other views

- (a) OpenGL Introduction
- (b) Using Threads and Models
- (c) Texture in OpenGL
- (d) Making a application in OpenGL
- (e) Other standard views in Android

**Week 8** – Widgets and the way ahead

- (a) Android Widget Development
- (b) The Path Ahead for Android
- (c) Running Application on device
- (d) Android Market – Some Do's and Don'ts
- (e) Introduction to System programming in Android

**Week 9 & Week 10** – Live Project

- (a) Design and Requirement analysis support
- (b) Implementation and QA support