

Android App Training

Learn how to build your own Android Application for the fastest-growing mobile market with hands-on training from experienced developers.

During our hands-on Android App course, you'll create your own Android App ready for entry into the Android Marketplace. Learning in person from a professional means you'll gain the practical skills you need as an Android App developer.

Objective

After attending our 3-day Android App training course you will be able to:

- Build your own Android Application and upload it to the Google Play Store
- Develop for simulators and real devices
- Understand the basics of Android Development with Jellybean, Ice Cream Sandwich, Gingerbread and the Java SDK

Details

Duration: 3 Days

Who is this course for

Developers who want to move into the booming Android App development industry. Prior knowledge of a modern object oriented language such as Java, C++, C#, Smalltalk, PHP5, etc. is essential.

Course Content

Introducing Android

- Installing and Configuring the SDK
- SDK components and Android Emulator
- Creating an Android project
- Architecture of a project
- Separation of layout and code
- Basic layout
- Image resources
- Text input and IME types
- Testing in the emulator and on device
- “Branding” the application
- Explicit and Implicit intents, and simple forward/back navigation
- Adding a splash screen
- Introducing lists and resource based xml

Architecting Applications

- Driving lists with more complex data
- Customising list item display
- Revisiting intents to produce a Master-Detail relationship
- Building a tab based application
- Alert dialogs and Toast
- Video and the media player
- Web views and links
- The mapping components and marking your destination
- Revealing content with the ViewPager
- Configuring custom menus

Working with the Hardware

- Finding out where you are – location
- Working out where you're going – compass
- Which way is up – accelerometer and gyroscope
- Proximity and light detection
- Touch, Pressure and Gestures
- Near Field Communication
- Bluetooth and Networking
- Utilising the network with HTTPClient

Building Data Driven Applications

- Introducing Content Providers
- Downloading and parsing data
- Getting to grips with SQLite
- Building a data driven application
- Revisiting the branding of our application
- Layout xml and changing orientation
- Filtering the data and refreshing the view
- Broadcast receivers and notifications
- Custom list adapters and tags
- Loading images dynamically
- Interaction and toast

Preparing, Testing, and Publishing

- Getting our application ready for publishing
- Signing the application
- Deploying to the device via the command-line
- Testing on the device
- Android Market and the new Amazon Appstore for Android
- Putting our application live
- Downloading the application
- Removing the application from the market