SIX WEEKS TRAINING ANDROID
IDE: Eclipse and Android Studios
Database: SQL lite

Introduction to Java:
- History & Need of Java
- Features/Advantages of Java
- JVM Architecture
- Packages in Java

Programming in Java:
- Programming Structure
- Variables/Constants
- Datatypes in Java
- Various operators
- Access Specifiers & Modifiers
- Branching & Looping

Methods in Java:
- Introduction to Methods
- Argument passing mechanism
- Arrays

OOPS Principle:
- Basic principles of OOPS
- Class & Object
- Access modifiers
- Constructors & destructors

Inheritance & Polymorphism:
- Inheritance & polymorphism
- Method Overloading & Overriding
- Abstract class
- Multiple inheritance
- Interfaces

Windows Programming:
- Introduction to GUI Programming
- Introduction to Swings
- Layout Managers
- GUI Programming using Swings

Event Handling
- Event handling mechanism in Java
- Event Listeners & Event Handlers
- Handling mouse & keyboard listeners
- Using MouseListener & MouseMotionListener

Applet Programming
- Applet Introduction
- Applet Life Cycle
- Creating Web pages using Applet
- Handling Events on Applet

Overview of Android
- Overview of the Android Platform
- Applications (Apps) Defined
- Comparison with Mobile Web
- Android Architecture
- Role of Java

Android SDK
- Eclipse IDE Plugin
- Device Emulator
- Profiling Tools
- Hello World Application
- Application fundamentals & user interface

Android Application Fundamentals
- Android application building blocks
- Activating components
- Life Cycle of Application
- Development tools, Manifest File
- Life Cycle of Activity

Basic UI Design
- Form widgets
- Text Fields
- Layouts

Main Building Blocks
- Activity
- Intents
- Services
- Content Providers
- Broadcast Receivers

Publishing Applications
- Testing application
- Signing the application
- Versioning application
- Publishing in android market