ANDROID APP #CodingMtlbVMM Development



Introduction to Android Apps

About Android Apps, History Versions , Various features understandiing APP life cycle

Setting up Android Studio

Installing Android Studio , Using Grade setting up Android Simulator and launching your first simple message APP

Creating your first APP

understang and creating activities, understanding XML and Java files ,Pushing APP to emulator or device

Components to create Android APP

using various components and layouts to design APP working with activities of GUI , List views and grid views

Services & Background Logics

Working with services and writing background logics for APP and broadcasts recievers to interactive with other Apps

Working with output

Creating Toast , Status bar, Dialogues, progress dialogues, creating list to display data in various formats



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Permissions & Notifications & Storage

Adding runtime permissions and generating notifications using SQLITE to store and retrive data in APPs

Using various device features

Accessing photos data, Camera, Gallery, working with location services and google Maps, various sensors.

Advanced features of Android Apps

Generating Notifications and Push Notifications from Cloud. Additional Material Design Components.

Using Serverless Cloud Computing (Firebase)

Using cloud services to create scalable APP

- introduction to firebase
- connecting and storing data on firebase using Android APP
- Concept of Real Time Database
- · Using cloud storage
- concept of push notifications
- · Authentication Service
- Static Hosting using firebase
- using ML Kit of firebase
- Using Cloud Functions in Firebase