

ANDROID APPLICATION DEVELOPMENT

TOPICS:

1. WHAT IS ANDROID?

- 1.1. Android operation system
- 1.2. Advantages over other operating systems
- 1.3. Security and permissions

2. ANDROID DEVELOPMENT TOOLS

- 2.1. Android SDK and ADT
- 2.2. Android Development Tools
- 2.3. Dalvik Virtual Machine
- 2.4. How to develop Android Applications

3. ANDROID COMPONENTS

- 3.1. Widgets
- 3.2. Activity
- 3.3. Intents and bundles
- 3.4. Graphics and thread concepts
- 3.5. Sqlite database
- 3.6. Services

4. ANDROID PROJECT ARCHITECTURE

- 4.1. Source files
- 4.2. Generated files
- 4.3. Assets
- 4.4. Drawable files
- 4.5. Resources
- 4.6. Android manifest file

5. INSTALLATION

- 5.1. Eclipse
- 5.2. Pre-requisites for using a 64bit Linux
- 5.3. Install ADT Plug-ins and Android SDK
- 5.4. Manual installation of the Android SDK
- 5.5. Install a specific Android version

6. ANDROID VIRTUAL DEVICE - EMULATOR

- 6.1. What is the Android Emulator?
- 6.2. Emulator Shortcuts
- 6.3. Performance

7. CREATING THE FIRST ANDROID PROJECT

8. ERROR HANDLING AND TYPICAL ERRORS

- 8.1. Clean project
- 8.2. Logcat
- 8.3. Eclipse reports file from R.java missing
- 8.4. Timeout during deployment

9. DEPLOYMENT IN MOBILE

10. UPLOAD APPLICATION IN Google Play (Android Market)

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