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S. No.	Subject/ Topic	Detailed and Technical Aspects
1.	Java	 Here, you have to study: 1. The Object-Oriented Programming concepts and their various models. 2. A detailed study of Inheritance. 3. Different types of Interfaces and Packages 4. What is the use of Java Virtual Machine and .jar file extension?
2.	SQL	Here, you have to briefly study the Data Manipulation Language and Data Definition Language queries.
3.	Android Introduction	What is an Android App? How to set up the development Environment What is the .apk file extension and Dalvik Virtual Machine.
4.	Application Structure	 Important topics covered in this section are: AndroidManifest.xml Uses-SDK R.java and Resources Layouts and & Drawable Resources Activities and Active Life Cycle Installation of Android Studio Installing AVD and Physical Device with USB and WiFi
5.	Emulator- Android Virtual Device	Important topics covered in this section are: • How to edit emulator settings • How to Launch emulator • What are the shortcuts for Emulator • what is DDMS • Creation of First Project • The manifesting File • What is the Layout resource • Running your app on Emulator • Second App: (switching between activities. • Develop an app for demonstrating the communication between Intents
6.	Basic UI Design	Topics covered in this section are: • Form widgets • Text Fields • Layouts
7.	Preferences	Shared Preferences • Preferences from XML
8.	Widgets	Topics covered in this section are: • Menu

		 TextView EditText ImageView Switch Button CheckBox RadioGroup and RadioButton ToggleButton Layouts
		 ScrollVew Menu Toast Examples
9.	Intents	Two types of Intents are covered in this section: 1. Explicit Intents 2. Implicit intents
10.	Styles & Themes	Topics covered in this section are: • styles.xml • drawable resources for shapes, gradients (selectors) • style attribute in layout file • Applying themes via code and manifest file • Examples
11.	Content Providers	Topics covered in this section are: • SQLite Programming • SQLiteOpenHelper • SQLiteDatabse • Cursor • Reading and updating Contacts • Reading bookmarks
12.	Adapters and Widgets	In this section some important topics are covered: • Adapters: • a. ArrayAdapters • b. BaseAdapters • ListView and ListActivity • Custom listview • GridView using adapters • Gallery using adapters
13.	Notifications	 This is also an important part of android programming. The topics covered in this section are: Broadcast Receivers Services and notifications Toast Alarms

14.	Advanced Android Features	Some very useful topics are covered in this section which has advanced features like: • Accessing Phone services (Call, SMS, CAMERA) • Network connectivity services
15.	Services	 Topics Covered in this section are: Android Service Overview How to implement a service Life Cycle of Service Communication: Inter-Process
16.	Multimedia in Android	 Topics Covered in this section are: Audio File Supported by Multimedia Playback Media-Simple Video Formats that are supported Video Playback- Simple
17.	Testing and Debugging Android Application	Topics Covered in this section are: • Dalvik Debug Monitor Server- It's Role and Use (DDMS), Android Application Debugging • what is the use of Filters, Breakpoints, Suspend and Resume.
18.	Basics of Android Secure Coding	Topics Covered in this section are: • Security Tips • Storing Data • Using Networking • Android Permissions • Intents • Broadcast Receiver • Activities • Content Providers • Files