

Core & Adv. Android



About Us

Edustrom is an initiative of CSK Technologies OPC Pvt. Ltd, established in the year 2015 , headquartered at Delhi. The main activity of Edustrom is providing training on Information Technology, which is delivered to its audience all over the Country via Computer Based Training Programs, Onsite Training Programs and Company Owned learning centers. We are a fast growing group of Individual ,expertise in IT Training & Placement.

Our Aim

We aim to impart practical knowledge on PHP/MySQL to the budding technical workforce of the country. As we know that Designing and Development of Web Applications is the need of the day, and people with such skills are very much in demand. We moto to bridge the demand and supply gap of Professional and Knowledgeable PHP Programmers.

Course Content

> About Course

This course consists of Core and Advanced Android. This course is designed to provide in depth knowledge of Android Development.

> Syllabus

Basics of Android

Learning Objective: In this module you will get an overview of Android Development Package.

Topics:

- What is Android
- History and Version
- Installing softwares
- Setup Eclipse
- Hello Android example
- Internal Details
- Dalvik VM
- Software Stack
- Android Core Building Blocks
- Android Emulator
- AndroidManifest.xml
- R.java file
- Hide Title Bar
- Screen Orientation

UI Widgets

Learning Objective: In this module you will learn How to Design your Layout using XML

Topics:

- Working with Button
- Toast
- Custom Toast
- Button
- Toggle Button
- Switch Button
- Image Button
- CheckBox
- AlertDialog
- Spinner
- AutoCompleteTextView
- RatingBar
- DatePicker
- TimePicker
- ProgressBar
- Quick Contact Budge
- Analog Clock and Digital Clock
- Working with hardware
- Button File Download

Activity, Intent & Fragment

Learning Objective: In this module you will learn about connecting various activities using Intent and Fragments & transfer data accordingly.

Topics:

- Activity Lifecycle
- Activity Example
- Implicit Intent
- Explicit Intent
- Fragment Lifecycle
- Fragment Example
- Dynamic Fragment

Android Menu

Learning Objective: In this module you will learn about Designing various types of menus.

Topics:

- Option Menu
- Context Menu
- Popup Menu

Layout Manager

Learning Objective: In this module you will learn about the Layouts used in Android

Topics:

- Relative Layout
 - Linear Layout
 - Table Layout
 - Grid Layout
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Adapter

Learning Objective: In this module you will learn about storing and fetching data from Adapter.

Topics:

- Array Adapter
- Array List Adapter
- Base Adapter

View

Learning Objective: In this module you will get to know about different types of Views used in Android. Views are used to display the data from various Adapters or DB Queries.

Topics:

- Grid View
- Web View
- Scroll View
- Search View
- Tab Host
- Dynamic List View
- Expanded List View

Android Service

Learning Objective: In this module you will learn about the usage of Services in Android. Services are used to run an application in background.

Topics:

- Android Service
- Android Service API
- Android Started Service
- Android Bound Service
- Android Service Life Cycle
- Android Service Example

Data Storage

Learning Objective: In this module you will learn about storing the data locally into the app using Shared Preferences.

Topics:

- Shared Preferences
- Internal Storage
- External Storage

SQLite

Learning Objective: In this module you will learn how to store data in SQLite DB in android.

Topics:

- SQLite API

- SQLite Spinner
- SQLite ListView

XML & JSON

Learning Objective: In this module you will learn how to various parsing techniques of JSON & XML Parsing.

Topics:

- XML Parsing SAX
- XML Parsing DOM
- XML Pull Parser
- JSON Parsing

Content Provider

Learning Objective: In this module you will learn about various content providers in android.

Topics:

- Content Provider Fundamental
- Contact Content Provider
- Other Built-in Content Providers
- Creating Custom Content Provider
- Understanding Content URI
- ContentResolver
- Sharing Information from custom content provider

Android Notification

Learning Objective: In this module you will learn about initializing, generating & showing notifications.

Topics:

- Notification API
- Creating Notification Builder
- Setting Notification Properties
- Attaching Actions
- Issuing Notification
- NotificationCompat.Builder class

Multimedia

Learning Objective: In this module you will learn about the multimedia objects used in android.

Topics:

- Wallpaper
 - Live Wallpaper
 - Multimedia API
 - Playing Audio
 - Creating Audio Player
 - Playing Video
 - Alarm Manager
 - Gallery
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Speech API

Learning Objective: In this module you will get to know about Speech API. Speech API are used to initiate the Speech API in android.

Topics:

- TextToSpeech API
- TextToSpeech Example
- Managing speed and pitch
- Speech To Text

Telephony API

Learning Objective: In this module you will get to know about telephony API. Telephony API are used to fetch the cell phone's internal information used for various tasks in android.

Topics:

- Telephony Manager
- Get Call State
- Call State BroadcastReceiver
- Simple Caller Talker
- Making Phone Call
- Send SMS

Location API

Learning Objective: In this module you will get to know about Location API. Location API are used to fetch the current location and perform the related task with it.

Topics:

- Location API Fundamental
- Example of Android Location API
- Working with Google Maps

Animation

Learning Objective: In this module you will get to know about Animation. Animation are used to add some real time motion to the content like, text, textbox, layout, etc

Topics:

- Android Animation API
- Android Drawable class
- Android Animation Example
- Android Rotate Animation
- Android Fade Animation
- Android Zoom Animation

Device Connectivity

Learning Objective: In this module you will get to know about Device Connectivity. Device Connectivity features are used to get the connectivity status of the cell phone in android.

- Bluetooth Tutorial
 - List Paired Devices
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- Working with WiFi
- Working with Camer

Sensor

Learning Objective: In this module you will get to know about Sensors. Sensors are used to sense the movement, touch and other operation performed on the hardware device

Topics:

- Sensor API
- Motion Sensor
- Position Sensor
- Environmental Sensor
- Sensor Values
- SensorManager class
- Sensor Class
- SensorEvent class
- SensorEventListener interface
- Compass Acceslerometer and Orientation
- Sensors Sensor Examples

Android Graphics

Learning Objective: In this module you will get to know about Graphics. Graphics are used to give some great visibility content to the app

Topics:

- Graphics API
- 2D Graphics
- android.graphics.Canvas
- android.graphics.Paint class

Android P2P Communication

Learning Objective: In this module you will get to know about P2P Communication. This is used to establish the real time communications

Topics:

- Introducing Instant Messaging
- Using the GTalk Service
- Monitoring the Roste for Changes
- Sending and Receiving Data Messages
- Transmitting Data Messages
- Receiving Data Messages

Android Web Services

Learning Objective: In this module you will get to know about Web Services. Web Services are used to fetch the data from the server using SOAP or Rest API's

Topics:

- What is web service
 - Soap Vs Restful web service
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- Android Restful web service example with java servlet
- Storing data into external oracle database
- Verifying data in android with external oracle database

Android Google Map

Learning Objective: In this module you will get to know about integrating app with Google Maps API

Topics:

- Android Map V2 API
- Adding Map
- Customizing Map
- GoogleMap class
- Android Google Map Application

➤ Our Training Approach

We are not limited to any number of classes or day to complete the whole course, so basically time duration depends on batch strength and their learning skills. However the average course duration is 4 months.

Training Features

- Course proceeds as per student learning skills and catching power.
- Course repeat facility for all students for FREE.
- Theory and Practical classes held with every session.
- Per class 1-2 hours session.
- Students will be given adequate time to revise and practice the concepts learned in class.
- This Training Program covers Presentations, Real life Case Studies, Extensive Live Practical Demonstrations. An Experienced Faculty with a minimum experience of 3 Years will be available to provide you training and in order to help you start a career in Web Development.
- In this training program, students will get Assignments & Practical as homework which will help them to explore the already learned concepts & to guide them towards a path for research and development on each domain
- Focused on practical solutions to real-world development problems.

Why Edustrom ??

- Course repeat facility for all students for FREE.
- We are honest with our training and placement commitment.
- We have our own IT Job portal.

Job Opportunities

- Mobile Architect
 - Software Developer
 - Android Engineer
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- Mobile App Developer
- Android Developer
- Mobile Lead Software Engineer

Why Android?

- There is Huge Demand for This Skill
- Android Is Growing Steadily
- Android Career is Challenging
- Big Organizations are Looking for You
- Android Is an Open Source Platform
- It Is Easy to learn

Course Fee

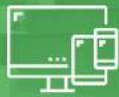
Amount: Rs. 18000

Note: Students are required to bring their Laptop for Practical Classes.

Our Other Courses



Graphic Design



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