FIT
Fasttrack IT Academy

Summer Camp on Android SDK for High school Students

This summer camp on Android SDK aims to provide high school students with learning experience in Mobile Apps Development. From drawing the basic program flow to creating statements that will be executed by their device, students will surely enjoy this summer activity and see their creative logic come to existence in their Android device.



Audience

The training is tailored-fit for high school students, with little or no knowledge about programming languages and how Android apps work in a device. Students will surely learn from this summer camp and experience loading their logic in their actual device.

Course Objectives

After the summer camp, participants are expected to:

1. Design their concepts using diagrams
2. Outline basic program instructions
3. Use the standard programming environment used for Android
4. Execute program statements written by themselves
5. Perform basic telephony functionalities
6. Identify and debug common programming errors
7. Run their logic in an actual device.

Course Content

Unit 1 Logic Formulation (4 Hours)

Flowchart, Eclipse IDE, Project and Files, Java Installation, Running a Sample Program, Workspace

Unit 2 Introduction to Java (8 Hours)

Data Types, Variables, Literals, Conversion, Arithmetic Operators, Relational Operators, Boolean Operators, Bitwise Operator, Operator Precedence, Associativity

Unit 3 Java Control Statements (12 Hours)

Selection Statements, If Statement, If-Else Statement, If-Else If-Else Statement, Loop Statements, While Loop, Do-While Loop, For Loop

Unit 4 Java Arrays (6 Hours)

Basic in Java Array, Index, Size, Elements, One Dimensional, Two Dimensional

Unit 5 Java OOP Concept (10 Hours)

Object, Classes, Methods, Return Values, Parameters, Constructors, Overloading Methods, Overloading Constructors

Unit 6 Access Control (6 Hours)

Access Modifiers, Inheritance, Method Overriding, Abstract Methods, Interfaces

Unit 7 Handling Exceptions (4 Hours)

Exception Types, Try Catch

Unit 8 Java OOP Components (10 Hours)

AWT Class Hierarchy, AWT Controls, Layout Managers, Graphics, Colors, Fonts

Unit 9 Introduction to Android SDK (6 Hours)

Introduction to Mobile Apps, History of Android, Android Platforms, Model-View-Controller, Eclipse IDE, Object-Oriented Programming, The XML File, Data Sent Between Screens, Background Basics

Unit 10 Creating Your First Android Applications (6 Hours)

The Hello World Application, Working with the Emulator, Strings, Drawables, Introducing the Manifest, Understanding the Activity Lifecycle

Unit 11 Android Components (12 Hours)

TextViews, Buttons, EditTexts, Toast, ImageViews, Designing the Layout

Unit 12 Creating Listeners (12 Hours)

Listeners Using an inner class, Listeners Using an interface, Listeners By Variable Name, Long Clicks, Keyboard Listeners

Unit 13 Application Fundamentals (8 Hours)

Declaring Layout, Creating Options, Using the TabBar, Creating Message Boxes, Handling UI Events, Creating Custom Message Boxes, Binding to Data with AdapterView

Unit 14 Resource Types (8 Hours)

Animation, Color State List, Drawable, Layout, Menu, String, Style, More Types

Unit 15 Android View Containers (8 Hours)

Linear Layout, Relative Layout, Table Layout, List View

For more information, contact us:
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