



## **Mobile testing Apps in Android Course Content:35-40hours**

Course Outline

### **Android Training Outline**

#### **The Basics**

- Overview of the Android Platform
- Applications (Apps) Defined
- Comparison with Mobile Web
- Alternatives to Android
- Architecture Explained
- Role of Java

#### **Android SDK**

- Eclipse IDE Plugin
- Device Emulator
- Profiling Tools
- Hello World Application

#### **Unit Testing and Debugging**

- Creating Unit Tests
- Android Development Tools (ADT)
- Running on the Emulator
- Running on a Device
- Java Debugging

#### **Android User Interface**

- View Hierarchy
- Layout
- Widgets
- Menus



## Styling Widgets

- Defining Styles
- Applying Styles to the UI
- Platform Styles and Themes

## Handling Events

- Event Listeners
- Event Handlers
- Touch Mode
- Focus

## Handling Gestures

- Gesture Library
- Recognizing Gestures

## Storing and Retrieving Data

- Internal Storage
- SQLite Database

## Content Providers

- Querying Content Providers
- Modifying Data
- Creating a Content Provider

## Location Services and Maps

- Location Services
- Mock Location Data
- Google Map Libraries

## Search

- Using the Search Dialog
- Adding Custom Suggestions
- Search Configuration

## Graphics, Audio and Video

- Drawing 2D Graphics
- Playing Audio and Video
- Capturing Audio

### **App Widgets**

- Declaring an App Widget
- Creating App Widget

### **App Marketplace**

- Preparing your App
- Publishing your App
- Supporting your App
- Mobile Ads

### **Accessing RESTful Services**

- REST
- DOM Parsing
- SAX Parsing
- JSON Parsing
- Using Spring

### **Writing Apps that use C2DM**

- Lifecycle Flow
- Creating the Manifest
- Registering for C2DM
- Handling Received Data
- Developing and Testing Apps

### **Web Applications**

- Web Apps Overview
- Targeting Screens from Web Apps
- WebView
- Debugging Web Apps
- Best Practices for Web Apps

### **Best Practices**

- Compatibility

- Supporting multiple screens
- Optimizing for Android 3.0
- UI Guidelines
- Java Debugging

b1 Onlinetrainings