

Developing Mobile Applications with Android (IAD-1.0)

Course Summary

This course provides a fast track to applications development with Android; the exciting new open source platform for mobile wireless devices. Extensive, hands-on practical exercises are included throughout.

Developers first learn about Android fundamentals followed by the development tools and user interface that make this Linux based platform unique. Here developers will see how easy it is to start developing and testing their Android applications.

To round out the introduction, we cover the architecture and application framework that allow the reuse and replacement of components, key to the power of the Android platform.

Next the course explores the Android APIs, resource management, integrating Google Maps into applications and using location based services (GPS) and how to store and retrieve data. Developers are also introduced to Android security and permissions management, an important topic to facilitate user data protection.

Then Web Services and Web Application Development are covered, essential technologies required to develop for today's leading mobile environment.

The course concludes by highlighting the differences between Android and other platforms and describes a set of best practices for Android development.

Course Objectives

After attending this course, a delegate will be able to:

- Understand the workings of the fundamental Android architecture, platform framework and emulator.
- Know how to setup the development environment and run an application.
- Know how to use the main components of Android APIs, the building blocks of the Android platform.
- Know how to externalize and manage resources.
- How to analyze and design an Android application.
- How to use location based services for your application.
- Know how to integrate the Google Maps interface into your application.
- Know how to run and debug an application.
- Know how build connection, exception management and security into an Android application.
- Know how to develop Web Applications/Services.

Frequent Q&A sessions also take place during the course.

Contact us!

For further information or to register for a course contact us:

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Duration

Three days.

Lab Ratio

60% of the course is spent acquiring invaluable practical experience using the mobile emulator tool to learn how to run and create Android applications.

Audience

Application developers who want to learn how to design and build mobile applications with Android.

Prerequisites

Basic Java skills and an understanding of Java technologies (J2ME and experience with Eclipse would also be useful).

Programme

- Introduction to Android
- The development environment
- Android Configuration
- Android APIs
- Managing resources
- Analysis and design
- Application integration
- Debugging and testing
- Extending Views
- Security and permissions
- Location based applications
- Google Maps
- Web Services and Web Applications

About the Author

Diego Torres Milano is the founder and CTO of COD Technologies Ltd., a company specializing in Information and Communications Technologies (ICT) consultancy services, software development and Commercial Open Source, mainly in the areas of Mobility, Server-Based Computing and Thin Clients.