

IOTIANHUB INTERNSHIP COURSE

INTERNSHIP PROGRAM UNDER THE IOTIANHUB SYLLABUS

MOBILE APP DEVELOPMENT

Week-1

1. INTRODUCTION TO ANDROID

- INTRODUCTION TO MOBILE APPLICATION
- ANDROID AND ITS HISTORY
- PRE-REQUISITES AND BASIC OVERVIEW OF JAVA
- ANDROID AND XML

2. ANDROID ARCHITECTURE AND ENVIROMENT SETUP

- ANDROID ARCHITECTURE
- SYSTEM ARCHITECTURE AND DEVELOPMENT TOOLS
- INSTALLATION AND SETUP
- ANDROID SDK INSTALLATION

3. CREATING FIRST ANDROID APPLICATION

4. ANDROID COMPONENTS

- ANDROID COMPONENTS AND ACTIVITIES
- ANDROID ACTIVITY LIFECYCLE
- ANDROID COMPONENTS – SERVICES
- ANDROID COMPONENTS – BRAODCAST RECEIVER
- ANDROID COMPONENTS – CONTENT PROVIDER

Week-2

5. BULDING UI WITH ACTIVITIES

- BULIDING UI WITH ACTIVITIES AND VIEW
- LAYOUT AND VIEW HIERACHY
- WIDGETS
- ANDROID ACTIVITY DATA PASSING

6. STYLES AND THEMES

7. ADVANCED UI

- ADAPTERS AND SELECTION COMPONENTS
- ADAPTERVIEW
- LISTVIEW
- GRIDVIEW

- SPINNER
- ANDROID ACTIONBAR
- ANDROID TOOLBAR

Week-3

8. NOTIFICATION

- ANDROID NOTIFICATION
- CUSTOM NOTIFICATION
- STATUSBAR NOTIFICATION
- ALERTBOX
- SNACKBAR

9. ANDROID RESOURCE

Week-4

10. MULTITHREADING

11. INTENT AND BROADCAST RECEIVER

Week-5

12. DATA STORAGE

Week-6

13. Android Based Project

EXPERIMENTS

1. Develop an application that uses GUI components, Font and Colours
2. Develop an application that uses Layout Managers and event listeners.
3. Develop a native calculator application.
4. Write an application that draws basic graphical primitives on the screen.
5. Develop an application that makes use of database.
6. Implement an application that implements Multi-threading
7. Develop a native application that uses GPS location information.
8. Implement an application that writes data to the SD card.

9. Implement an application that creates an alert upon receiving a message.

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