

# Mobile Application Development



## About the Program

This course is designed to train a learner about Mobile Application Development for Android using Java. This curriculum is designed to train the learners on Android development from the basics covering concepts such as UI Designing, service, multimedia, database and hardware programming, graphics, geolocation, firebase, and deploying amongst others. Post completion of this course the learner would be able to clear the certification exam for Google Associate Android Developer.

## Other Details

<b>Timings</b> Monday - Thursday (3 hours) Saturday (5 hours)	<b>Job Assist</b> Resume assistance, career mentoring and job portal access	<b>Certified Trainers</b> Trainer with more than 25 years of experience in Cloud Computing	<b>Projects</b> Create a Loyalty Program Management Application developed for Android
<b>Total Students</b> 25	<b>Mode</b> Online / Offline	<b>Duration</b> This part time program is for 2 months	<b>Deadline</b> Register before 30th September, 2023



# Prerequisites

Learners need to possess an undergraduate degree or a high school diploma. Having prior knowledge of programming and coding languages such as Java is preferred.

# Capstone Project

The Loyalty Program Management App aims to provide end users with an app to manage loyalty programs for multiple vendors. Users may be signed up with different vendors via a single app and can utilize the app to review their current loyalty status, view benefits, redeem points, transfer points among other features.

# Skills covered

- Construct apps that use Android's messaging, multitasking, connectivity and media services to design full-featured apps for mobile devices.
- Create apps with clean, effective user interfaces that takes advantage of Android's rich UI frameworks.
- Leverage Android's effective frameworks and techniques to perform or schedule data retrieval/storage efficiently in a mobile environment.
- Understand the debugging tools in Android Studio and create more reliable and robust apps.
- Be able to test the execution of a running program with the intent of finding errors and abnormal or unexpected behavior.

# Job Roles

- Mobile Application Developer
- Android Developer
- Mobile Application Programmer
- Mobile Engineer
- Software Engineer

## Offline Location

Susan J. Wallace Community Centre  
G8M7+3JP, Nansen Ave, Freeport, Bahamas

## Curriculum

### Module 1: Overview

- Why go MAD (Mobile Application Development)?
- Why Android and not iPhone or other OS?

### Module 2: Architecture of android

### Module 3: Getting Started

### Module 4: Hello World Application

### Module 5: Android UI Design and Event Handling

### Module 6: Advance UI

### Module 7: Menus

### Module 8: Intent

### Module 9: Telephony

### Module 10: Alerts and Dialogs

### Module 11: Multimedia Programming

### Module 12: Offline Web Apps

### Module 13: Database Programming in Android

### Module 14: Hardware Programming in Android

### Module 15: Custom Designs

### Module 16: Graphics and Animation

### Module 17: Web Services

### Module 18: Sensors

### Module 19: Firebase

### Module 20: Monetizing Apps

### Module 21: Deploying & Publishing an Android Application

### Module 22: Project