Android programming (advanced) (code: ANDROID-201)

Overview

The training supplements Android 101 material with more advanced topics, related to using more complex APIs, among which are the internal database and 3D graphics.

Duration

2 days

Agenda

1. Using all of the phone's capabilities:
   — camera, video camera;
   — sound recording;
   — GPS, compass;
   — filesystem and SD card handling;
   — texting.
2. Data handling:
   — Internal SQL database:
     — SQlite peculiarities;
     — using cursors;
     — binding database data to GUI.
   — preferences
   — serializing context.
3. Advanced graphics topics:
   — using mapcontroller (including own layers);
   — introduction to 3D graphics (OpenGL ES):
     — handling hardware, declarations in the manifest (including, e.g., texture compression);
     — fundamentals of 3D graphical processing: matrices, surfaces, vertices;
     — projection, scene, initial configuration;
     — shaders;
4. System integration:
   — custom ContentProvier;
   — user notifications;
   — custom Services and Intents;
   — custom BroadcastReceiver.
5. Background applications and threading:
   — managing locks;
   — Alarm Manager, BootReceiver;
   — Handlers, inter-thread communication.

Target audience and prerequisites

Training participants should know the material cover in *Android 101* course and be familiar with Java.

Certificates

Course participants receive completion certificates signed by ALX.

Locations

— Warsaw (English) – Jasna 14/16A
— Online (English) – your home, office or wherever you want
— any other location (London, UK, EU) on request

Price

740 EUR

The price includes:

— course materials,
— snacks, coffee, tea and soft drinks,
— course completion certificate,
— one-time consultation with the instructor after course completion.