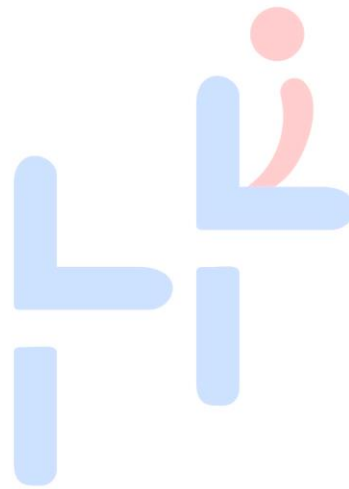


Andriod with JAVA

- Introduction to Java
- Java Evolution
- Overview of java language
- Object Oriented Concepts
- Constants, variables and data types
- Operators and expressions
- Decision making and branching
- Decision making and looping
- Classes, objects and methods
- Exception Handling
- Nested Classes
- Synchronization
- Array, strings and vectors
- Interfaces: multiple inheritance
- Packages: putting class together
- Multithreaded programming
- Managing errors and exceptions
- Managing input/output files in java
- Swing
- AWT and Event Handling
- Layout Manager, Java Applet
- Collection Framework
- JDBC in Java
- Introduction To Android
- Programming Paradigm & Application Components
- Introduction to UI Design
- Layouts, Adapters & Views
- Event Handling, Menus, Action bars & Notifications
- Style, theme, Custom Widget, Focus Event

DTTI



- Material Design
- Tablet Designing, Fragments, Resources & Assets
- Resources, Assets, Localization & Designing For Tablets
- Content Providers & Storage
- Data Access & SQLite
- Native Capabilities - Camera, Audio, Sensors and Bluetooth
- Map & Location Based Services
- Services & Parsing of Data
- Graphics & Multimedia
- Integrating with Embedded App & 3 party App
- Special Concepts like in App billing, AdMob, Runtime Permission etc.
- Commercializing & Monetizing Application
- Testing

Andriod with KOTIIN

- Introduction
- Kotlin for Server-side Development
- Kotlin for Android Development
- Advantages and Disadvantages
- Kotlin - Environment Setup
- Kotlin - Architecture
- Basic Types
- Control Flow
- Returns and Jumps
- Packages and imports
- Classes and Inheritance
- Properties and Fields
- Interfaces
- Visibility Modifiers
- Data Classes
- Sealed Classes
- Generics
- Nested and Inner Classes
- Enum Classes

- Object
- Delegation
- Functions
- Lambdas Functions
- Inline Functions
- Destructuring Declarations
- Collections
- Ranges
- Type Checks and Casts
- This Expression
- Equality
- Operator overloading
- Null Safety
- Type-Safe Builders
- Exception Classes
- Annotations
- Android User Interface Fundamentals
- Introducing Layouts
- Using Layouts to Create Device Independent User Interfaces
- Optimizing Layouts
- How to Installing the Kotlin plugin
- How to Configuring Kotlin in the project
- Building and publishing the Kotlin application for Android

