

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 ContentProvider;
 - 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.

Ask for details

Phone +44 203 608 6289

info@alx.training

Locations

- Online (English) – your home, office or wherever you want
- Warsaw (English) – Jasna 14/16A
- 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.

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