Mobile Application Development

Android Native Application Development

- 1. Android Framework and Android Studio
 - **a.** Introduction
 - **b.** Android Software Layers
 - c. Android Libraries
 - **d.** Components of an Android Application
 - e. Pre-requisite of Android Application Development
 - f. Android Studio
- 2. Android SDK Tools and Activity Class
 - a. Android Project Structure
 - b. Android Manifest File
 - c. Structure of Manifest File
 - **d.** Activity
- 3. Fragment Views and List View
 - a. Introduction
 - **b.** Fragments
 - c. Views
 - d. List Views and List Activity
- 4. Intents and Intent Filters
 - **a.** Introduction
 - **b.** Intents
 - c. Native Android Action
 - d. Data Transfer
 - e. Intent to Call activities
 - f. Register and Intent Filter
- 5. Android Layouts and custom views
 - a. Introduction
 - **b.** Views
 - c. Layouts
 - d. Customized Views
- 6. Android UI- Dialogs, Menus and Web view
 - **a.** Introduction
 - **b.** User Interaction
 - c. Dialogs
 - **d.** Toasts
 - e. Context Menu
 - f. Option Menu

- g. Web View
- 7. Android Storage and Background Processing
 - a. Android Storage Option
 - **b.** Shared Preferences
 - c. SQLite
 - **d.** Web Services
 - e. Background Processing
- 8. Android Notifications
 - **a.** Introduction
 - **b.** Creating a notification
 - c. Notification action
 - d. Expandable Notification
 - e. Notification Layouts

iOS Native Application Development (SWIFT)

- **1.** Swift
 - a. Introduction to Swift
 - **b.** Introduction to Playgrounds
 - c. Variables and Constants
 - d. Optional and Forced Unwrapping
 - e. Class and Objects
 - **f.** Playing with Methods
- 2. iOS stack and setting development environment
 - a. A top down tour of the layers
 - **b.** Setting up project in XCODE
 - c. What's different about coding in iOS?
- 3. Getting Familiar with XCODE (IDE)
 - a. The XCODE workspace windows
 - **b.** The Toolbar
 - c. The Navigation View
 - d. Project Navigator
 - e. Symbol Navigator
 - f. Search Navigator
 - **g.** Debug Navigator
 - h. Break Point Navigator
 - i. Log Navigator
 - j. The Jump Bar
 - k. The Utility Pane

4. MVC and User Interfaces

- a. View Controller
- **b.** Outlet and Actions
- c. Button and Action Methods
- d. Image view and Text Filed
- e. Closing Keypad
- f. Slider and Label
- g. Tags,
- h. Check Box and Radio
- i. Alert Controller
- j. Switches and Segment Controllers
- k. Web View
- I. More UI Components

5. Auto Layouts

- a. Mechanics of Autorotation
- **b.** Autorotation approaches
- c. Auto sizing with different apple devices

6. Multi View application

- a. Architecture of Multi View Application
- **b.** Root Controller
- c. Navigation Controller
- d. Tab Bar Controller
- e. Segues

7. Working with Pickers

- a. Date Picker
- **b.** Single Component Picker
- c. Multi Component Picker
- d. Custom Picker with Images
- e. Delegates and data Sources

8. Table view and Navigation Controllers

- a. Working with Table View
- **b.** Working with Table View controller
- c. Grouped and Indexed Section
- **d.** Header and Footer
- e. Custom Table View
- f. Connecting View controllers with Table View

9. Basic Data Persistence

- a. SQLite
- b. Core Data

c. Web Services

10. Gestures

- a. Taps Gesture
- **b.** Pinch Gesture
- c. Rotation Gesture
- d. Pan Gesture
- e. Swipe Gesture
- f. Screen Edges Pan Gesture
- g. Long press gesture

11. Working with Maps

- a. iOS Location Framework
- **b.** iOS Map Kit Framework
- c. The Location Manager
- **d.** Annotation
- e. Latitude and Longitude

12. Camera and Photo Library, Collection

- a. Image Picker Controllers
- b. Camera and Library
- c. UI Collection

13. Localization

- a. Localization Architecture
- b. Localize Application

Phone gap

- 1. Phonegap Introduction
 - a. Introduction
 - b. History
 - c. Architecture

2. Introduction to HTML/ CSS

- a. Basics
- b. Simple Website making
- c. Styling using CSS
- d. Adding functionalities using jQuery/ Java script

3. Setting up Environment

- a. Download and installing Phonegap
- b. Phonegap with Android
- c. Phonegap with iOS

- d. Hello World
- 4. UI Designing using jQuery Mobile
 - a. Introduction
 - b. Creating Pages
 - c. Navigation bar, buttons, grids and other controls
 - d. Data in jQuery Mobile Pages
- 5. Phone gap API
 - a. Movement and Location
 - b. File System and Local database
 - c. Working with Images and Video
 - d. Working with Contacts
 - e. Working with Events
 - f. Many more APIs
- 6. Extending Phonegap with Plugins
 - a. Extending Cordova application with a native plugin
 - b. Extending Cordova iOS application with a native plugin

Deployment

- 1. Deployment
 - a. Deployment of Android
 - b. Deployment of iOS