Android Development with Kotlin

Unit 1 – Get started with Kotlin

    Lesson 1. Getting Started & Kotlin Basics

        1.0: Getting Started & Kotlin Basics

        1.1: Getting Started

        1.2: Kotlin Basics

    Lesson 2. Functions

        2.1: Functions

    Lesson 3. Classes and Objects

        3.1: Object-oriented programming

        3.2: Extensions

Unit 2 – Introduction to Android

    Lesson 4. Build your first app

        4.0: Install Android Studio

        4.1: Get started

        4.2: Basic app anatomy

        4.3: Image resources and compatibility

    Lesson 5. Layouts

        5.1: LinearLayout using the Layout Editor

        5.2: Add user interactivity

        5.3: ConstraintLayout using the Layout Editor

        5.4: Data Binding basics

    Lesson 6. App Navigation

        6.1: Create a fragment

        6.2: Define navigation paths

        6.3: Start an external Activity

Unit 3 – Android Application Architecture

    Lesson 7. Activity and Fragment Lifecycles

        7.1: Lifecycles and logging

        7.2: Complex lifecycle situations

    Lesson 8. App Architecture (UI Layer)

        8.1: ViewModel and ViewModelFactory

        8.2: LiveData and LiveData observers

        8.3: Data binding with ViewModel and LiveData

        8.4: LiveData transformations

    Lesson 9. App Architecture (Persistence)

        9.1: Create a Room database

        9.2: Coroutines and Room

        9.3: Use LiveData to control button states

Lesson 10. Displaying Lists with RecyclerView

10.1: RecyclerView fundamentals

10.2: DiffUtil and Data Binding with RecyclerView

10.3: GridLayout with RecyclerView

10.4: Interacting with RecyclerView items

10.5: Headers in RecyclerView

Lesson 11. Connect to the Internet

11.1: Getting data from the internet

11.2: Loading and displaying images from the internet

11.3: Filtering and detail views with internet data

Lesson 12. WorkManager for Background Processing

12.1: Repository

12.2: WorkManager

Unit 4 – App Design

Lesson 13. Designing for Everyone

13.1: Styles and themes

13.2: Material Design, dimens, and colors

13.3: Design for everyone