



Mobile and Game Development

Introduction to Android

- Android History
- Android Use in our daily life
- Different kind of applications
- Future applications
- Android features
- Android Flavors
- Android OS Architecture
- Gradle Build System
- Application discussion

Basic Programming

- Different kind of Conditions
- Basic Programming Concept
 1. If conditions
 2. For loop
 3. While loop
 4. Do while
 5. Gates
 6. Exception handling
- Implementation with application
- Extra tools

Software installation

- How to open the software
- Installation of software

Software Architecture overview

- Introduction of Layout (front end)
- Introduction of Back end (Blocks area)
- Basic concept to create layout
- Basic concept to create blocks
- Linuxkernel
- Libraries
- Applicationframework



- View Hierarchy and Layouts
- UI Events
- Forms
 - Buttons
 - Text View
 - Edit Text
 - Radio Button
 - Checkbox
 - Label
 - Text Box
- Building Menus
- Notify
- Creating Dialogs
- Graphics & Animations
- Sensors
- Animation
- Layouts
- Import extensions
- Maps
- Other tools

Basic knowledge about Algorithms

- How to Write algo
- Basic concept
- Example

Project Covered

Basic Application

- What is Android Virtual device (AVD)?
- How to create Android Virtual Device (AVD)?
- How to run our App on our own Android device?
- Basic widgets in android, Creating a Simple user registration page UI
- How to find and rectify errors in program (Error Debugging)
- Creating a new Activity
- Toast application

Advance applications

- Image Classification application - AI
- Therapist Assistance - AI
- Wake up application
- Create your own Google lance
- Voice Translate to other language



- Get information about other countries
- Exploring with the location sensor
- Quiz Me app
- Integration with other apps
- Secret agent app
- Check your health – Doctors app
- State Geography Quiz
- Voice Calculator - AI

Games

- Basic Bowling game
- Avengers game
- Rock Paper Scissor -AI