

# Latest Technology & Fastest Jobs



## Refreshment of JAVA

Intro to OOPS

JAVA Introduction

Swings Introduction

XML Introduction

Eclipse Introduction

Basic UI Design Methodology

## Our Clients

- ◆ Sasken
- ◆ CSC
- ◆ Verizon
- ◆ Wipro
- ◆ Bosch
- ◆ Prokarma
- ◆ Flextronics & more.....

## **Android Apps Development**

### Introduction of Android :

- Android History
- Software requirement
- Project structure
- Hello World Program

### Brief of android:

- What is Application Component?
- Activity lifecycle
- Android architecture
- Android tools
- Manifest.xml
- Intent Filter

### Views and View Group:

- Views like button, Edit Text, Checkbox, Radio Button etc.
- View Flipper / Typeface
- Event handling on the views
- View Group like Linear layout, Relative layout etc.

### Adapter

- Array Adapter and list adapter

### Intents

- Implicit Intent
- Explicit Intent

### Menus

- Options Menu
- Submenu / Icon Menu
- Expandable / Context Menu

### Notification:

- Toast / Dialog
- Status bar Notification

### Services

- How to call a service
- How to create Services

### Broadcast Receiver

- Creation of Broadcast Receiver
- Registering in Intent Filter

### Google Map And GPS

- How to get the API Key for Google Map

- Attach the map in android app
- Find the current location of the user with the help of GPS

### Database and Content provider:

- Use of SQLite db with insertion, Deletion, updating and retrieving
- Use the content provider like Contacts
- Shared Preferences / File saving

### Media Player and Telephony

- Audio / Video Player
- Audio / Video Recorder
- Send / Receive SMS

### Camera

- Accessing the inbuilt camera app
- Design your own camera app

### Web services

- Call the web server & get the data

### Sensor Management APIs

- Using Sensor like Accelerometer, etc.

### Bluetooth & Wi-Fi and networking

- Open both server and client socket for data communication between devices via

### Debugging

- Debugging through DDMS

### Security Model

- Signing / Permissions / User Ids & File Access / URI Permissions

### Open GL

- Basics, Creating 3D Model In Blender, Locating the model in Blender.

### Design Patterns

- Basic Types and Commonly used Patterns.

### Deployment

- Deploy the app on to the device
- How to deploy the app on to the Android market