Android 1

1 Android Tutorial

Android Introduction

What is Android

History and Version

Android Architecture

Core Building Blocks

Android Emulator

Install Android

Setup Eclipse

Hello Android example

Internal Details

Dalvik VM

AndroidManifest.xml

R.java

Hide Title Bar

2 Android Widgets

- Working with Button and Toast

- Custom Toast

- *Android ToggleButton Example*

- *Android CheckBox Example*

- *Android ImageButton Example*

- *Android Spinner Example*

- *Android AutoCompleteTextView Example*

- *Android RatingBar Example*

- *Android WebView Example*

- *Android SeekBar Example*

- *Android DatePicker Example*

3 The Input Method Framework (TextFields)

4 Widget Event Handling

Topics covered:

Using a separate Listener class

Using a named inner class

Using an anonymous inner class

Using the main Activity (and having it implement the Listener interface)

Using the main Activity (and specifying the method in the layout file main.xml)

Copying and renaming Eclipse Android projects

5 Activity and Intents and Fragments

Android Activity Lifecycle

Android Implicit Intent Example

Android Explicit Intent Example

Android StartActivityForResult Example

Android Fragments

6 Android Menu

Android Option Menu Example

Android Context Menu Example

Android Popup Menu Example

7 Layouts: Organizing the Screen

LinearLayout

Strategy of nesting layouts

Using color files (and preview of Localization)

Layout weights

RelativeLayout

TableLayout

GridLayout

FrameLayout

ConstraintLayout

Hierarchyviewer

8 Fonts

Love the One You’re With

More Fonts

Here a Glyph, There a Glyph

9 Android Widgets 2

- Android TimePicker Example

- Android Chronometer Example

- Android Progress Bar Example by ProgressDialog

- Android GridView

- Android ListView

- Android Custom ListView

- Android RecyclerView

10 Localization and Resources

Localization overview

Localization options

Language

Country/region language variations

Screen orientation

Display resolution

Others

Configuration qualifier precedence

11 Handling Screen Rotations and App Restarts

Motivation

Saving data

The Bundle class

Retrieving data

Activity lifecycle