

## Overview

Unless you've been sleeping for the last couple of years, you know that Mobile is H-O-T! And the most popular mobile platform in the world? That's Android. Do you have a great idea for an App that you'd love to get on the market? Does your company need an app to grow it's online audience? Perhaps you've always wanted to learn Android Development for fun?

Whatever your reason— Android Development for Beginners is for you! This course covers the skills needed to produce competent, quality, error-free Android applications. More importantly, this course builds the foundation you need to learn more advanced skills and create professional, quality applications as you learn more.

## Course Detail

While this is a course for beginners, to be successful you need to know the basics of Java. The course will review the more complex Java used in the Android ecosystem, but you should understand Java Basics— Variables, Loops, Functions, Conditionals should be enough.

### 1. Unit I: Java Review

Duration: 1:08:59

#### In this module, you will learn:

- Creating Basic Java Applications
- Creating Applications in Packages
- Java Variables
- Java Conditionals and Loops
- Java Arrays
- Java Array Lists

#### 1. 2. Lecture 1-Creating Basic Java Applications

Duration: 0:06:55

In this Class Mark goes over how to set up and run a basic java application.

#### 2. 3. Lecture 2-Creating Applications in Packages

Duration: 0:06:18

In this Class Mark shows you how to put applications into packages and how to run them through the command line.

#### 3. 4. Lecture 3- Java Variables [View Free Chapter](#)

Duration: 0:14:46

In this Class Mark goes over how to declare basic variables in Java.

#### 4. 5. Lecture 4- Java Conditionals and Loops

Duration: 0:22:39

In this Class Mark goes over how to use conditionals and loops in Java.

#### 5. 6. Lecture 5- Java Arrays

Duration: 0:10:32

In this lecture Mark continues the review with Arrays in Java.

#### 6. 7. Lecture 6- Java Array Lists

Duration: 0:07:49

In this Class Mark goes over Array lists and how to manipulate them with code.

## 7. 8. Unit II: Java Object Oriented Concepts Review

Duration: 0:45:42

### **In this module, you will learn:**

Creating a Java Class

Improving the Java Class Code

Using Inheritance

Understanding Interfaces

The Static Context

## 8. 9. Lecture 7-Creating a Java Class

Duration: 0:12:12

In this Class Mark shows you how to create a class in Java and how to instantiate instances of the class in a "main" method.

## 9. 10. Lecture 8- Improving the Java Class Code

Duration: 0:10:58

In this lecture Mark shows you how to create setters and getters for your Animal class.

## 10. 11. Lecture 9- Using Inheritance

Duration: 0:09:29

In this Class Mark goes over class inheritance by creating a Fish class that inherits properties and methods from the animal class that he defined in the previous lecture.

## 11. 12. Lecture 10- Understanding Interfaces

Duration: 0:09:44

In this Class Mark demonstrates the differences between Interfaces and Inheritance between classes in Java.

## 12. 13. Lecture 11- The Static Context

Duration: 0:03:19

In this Class lecture Mark shows you how to use the static context to count instances of a class.

## 13. 14. Unit III-Creating Your First Android Applications

Duration: 1:08:40

### **In this module, you will learn:**

The Hello World Application

Working with the Emulator

Strings

Drawables

Introducing the Manifest

Understanding the Activity Lifecycle

## 14. 15. Lecture 12- The Hello World Application

Duration: 0:19:52

In this Class lecture Mark shows you how to use the static context to count instances of a class.

## 15. 16. Lecture 13- Working with the Emulator

Duration: 0:07:49

In this Class Mark goes over the Android emulator in Eclipse and shows you what you can do with it.

## 16. 17. Lecture14- Strings

Duration: 0:11:12

In this Class Mark shows you how strings work in the strings XML and he goes over how to use them in your application.

## 17. 18. Lecture 15- Drawables

Duration: 0:10:44

In this lecture Mark discusses the Drawables folders and their purpose in your android application.

## 18. 19. Lecture 16- Introducing the Manifest

Duration: 0:07:46

In this Class Mark goes over the android manifest file.

## 19. 20. Lecture 17- Understanding the Activity Lifecycle

Duration: 0:11:17

In this lecture Mark goes over the Lifecycle of an Activity in your application, a very important concept to keep in mind when creating an android application.

## 20. 21. Unit IV-Creating Listeners

Duration: 0:41:46

### **In this module, you will learn:**

- Listeners Using an Inner
- Listeners Using an Interface
- Listeners by Variable Name
- Long Clicks
- Keyboard Listeners

## 21. 22. Lecture 18- Listeners Using an Inner Class

Duration: 0:09:45

In this lecture Mark goes over the Lifecycle of an Activity in your application, a very important concept to keep in mind when creating an android application.

## 22. 23. Lecture 19- Listeners Using an Interface

Duration: 0:11:26

In this Class Mark shows you how to attach listeners to objects by using an interface.

## 23. 24. Lecture 20- Listeners by Variable Name

Duration: 0:06:20

In this Class lecture Mark shows you another way to put listeners onto objects.

## 24. 25. Lecture 21- Long Clicks

Duration: 0:06:34

In this Class Mark shows you another listener that you can use with buttons.

## 25. 26. Lecture 22- Keyboard Listeners

Duration: 0:07:41

In this Class Mark goes over how to add keyboard listeners to react when a certain key is pressed.

## 26. 27. Unit V-Understanding Android View Containers

Duration: 0:44:13

**In this module, you will learn:**

Linear Layout  
Relative Layout  
Table Layout  
List View

**27. 28. Lecture 23-Linear Layout**

Duration: 0:13:33

In this Class Mark goes over the Linear Layout and he shows you some properties that are useful to keep in mind when making applications.

**28. 29. Lecture 24-Relative Layout**

Duration: 0:08:40

In this Class Mark shows you how to set up an application using the Relative Layout view controller.

**29. 30. Lecture 25-Table Layout**

Duration: 0:09:50

In this Class Mark demonstrates using the Table View by making a table that displays images of cats.

**30. 31. Lecture 26-List View**

Duration: 0:12:10

In this Class Mark shows you how to create a List View and how to populate it using java.

**31. 32. Unit VI-Android Widgets Part I**

Duration: 0:44:17

**In this module, you will learn:**

Custom Buttons  
Toggle Buttons  
Checkboxes and Radio Buttons  
Spinners

**32. 33. Lecture 27-Custom Buttons**

Duration: 0:07:58

In this lecture Mark talks about how to set up custom button images to make your own buttons.

**33. 34. Lecture 28-Toggle Buttons**

Duration: 0:08:08

In this lecture Mark creates two toggle buttons and shows you how to check their statuses using Java.

**34. 35. Lecture 29-Checkboxes and Radio Buttons**

Duration: 0:17:37

In this Class Mark shows you how to use the checkbox and radio button widgets.

**35. 36. Lecture 30-Spinners**

Duration: 0:10:34

In this lecture Mark shows you how to use the Spinners widget to make a

dropdown menu for your application.

### 36. 37. Unit VII-Android Widgets Part II

Duration: 0:47:21

**In this module, you will learn:**

Autocomplete Text Box

Map View

Web Views

Time and Date Pickers

### 37. 38. Lecture 31-Autocomplete Text Box

Duration: 0:06:32

In this Class Mark shows you how to create an autocomplete text field for US states.

### 38. 39. Lecture 32-Map View

Duration: 0:14:28

In this Class Mark shows you how to get everything you need to be able to use a map view from google and he shows you what you can do with it once you get it working.

### 39. 40. Lecture 33-Web Views

Duration: 0:06:03

In this lecture Mark shows you how to use a web view widget to shows you how to load data from a URL and how to load data through a string that contains HTML.

### 40. 41. Lecture 34-Time and Date Pickers

Duration: 0:20:18

In this Class Mark shows you how to use Time and Date Picker widgets and how to display the information that the user put in.

### 41. 42. Unit VIII-Communicating Between Activities

Duration: 0:37:00

**In this module, you will learn:**

Switching Activities

Putting Extra

Using Shared Preferences

### 42. 43. Lecture 35-Switching Activities

Duration: 0:08:33

In this Class Mark goes over how to switch activities in your application using the Intent object.

### 43. 44. Lecture 36- Putting Extra

Duration: 0:14:16

In this Class lecture Mark shows you how to pass data between activities using the putExtra method on the intent object.

### 44. 45. Lecture 37-Using Shared Preferences

Duration: 0:14:11

In this lecture Mark shows you how to save and pass data by using the SharedPreferences object.

### 45. 46. Unit IX- Storing Information on the Device

Duration: 0:38:39

**In this module, you will learn:**

Internal Storage

External Storage

Web Communication and Storage

**46. 47. Lecture 38-Internal Storage**

Duration: 0:17:52

In this Class Mark shows you how to store data right in the device's internal storage.

**47. 48. Lecture 39-External Storage**

Duration: 0:12:57

In this Class Mark takes you through the process of writing and reading data using the SD card.

**48. 49. Lecture 40-Web Communication and Storage**

Duration: 0:07:50

In this lecture Mark demonstrates how to use the WebView object to display data that was received from the web.

**49. 50. Unit X-Audio and Class**

Duration: 0:09:49

**In this module, you will learn:**

Playing Audio with the Media Player

Playing Class with the MediaPlayer

**50. 51. Lecture 41-Playing Audio with the MediaPlayer**

Duration: 0:05:34

In this Class Mark shows you how to set up a very simple MP3 player that plays a midi file.

**51. 52. Lecture 42-Playing Class with the MediaPlayer**

Duration: 0:04:15

In this Class Mark shows you how to use the ClassView object to load and play a Class in you application.