

Intensive and hands-on, this five day course emphasizes becoming productive quickly in Java, Android, and Eclipse. This course quickly covers the Java 5.0 language syntax, and then moves into more advanced features of the language such as abstract classes, interfaces, packages, and exception handling. The Java section of this course culminates with coverage of inner classes and threads. The course then turns to Android specifics where students will learn how to create applications using views, resources, and layouts. If time allows, students will also learn how to create Android dialogs and menus. This course is current to Android 2.3, Gingerbread and Java 6.

Course Objectives:

- Write stand-alone applications using the Java language.
- Accurately implement Object-Oriented concepts using Java features, such as classes, interfaces, and references.
- Create well-scoped classes using packages.
- Write programs which both handle and create exceptions.
- Define classes within other classes using inner classes.
- Use threads to improve performance of Java programs.
- Install, configure, and use your Android development environment.
- Create an Android application.
- Create an Android activity and manage its lifecycle.
- Access Android resources programmatically to enable maintenance and localization.
- Create full-featured graphical Android user interfaces.
- Control the organization of your screen with layouts.

Audience: Programmers moving to the Java language and Android development.

Prerequisites: Professional programming experience in C++ or C# required. Knowledge of Object-Oriented concepts is required.

Number of Days: 5 days

1 Course Introduction Course Objectives Overview Suggested References	2 Getting Started with Java SE What is Java? How to Get Java A First Java Program Compiling and Interpreting Applications The JDK Directory Structure	Running Eclipse for the First Time Editors, Views, and Perspectives Setting up a Project Creating a New Java Application Running a Java Application Shortcut Key Sequences More Shortcut Key Sequences Importing Existing Java Code into Eclipse
3 Eclipse Introduction to Eclipse Installing Eclipse	4 Language Fundamentals A Java Program If Statements Switch Statements	

	Loop Statements		The finally Block
	Syntax Details		Exception Methods
	Primitive Datatypes		Declaring Exceptions
	Variables		Defining and Throwing Exceptions
	Expressions in Java		Errors and RuntimeExceptions.
	Strings	10	Advanced Java Features
	Arrays		Enumerated Types - Pre-Java 5.0
	Enhanced for Loop		Enumerated Types Today
5	Objects and Classes		More Enumerated Types
	Defining a Class		Abstract Classes
	Creating an Object		Interfaces
	Instance Data and Class Data		Using Interfaces
	Methods		Collections
	Constructors		Generics
	Access Modifiers		The Collections Framework
	Encapsulation	11	Inner Classes
6	Using Java Objects		Inner Classes
	Printing to the Console		Member Classes
	printf Format Strings		Local Classes
	StringBuilder and StringBuffer		Anonymous Classes
	Methods and Messages		Static Nested Classes
	toString	12	Threads
	Parameter Passing		Non-Threaded Applications
	Comparing and Identifying Objects		Threaded Applications
	Destroying Objects		Creating Threads
	Using the Primitive-Type Wrapper		Thread States
	Classes		Runnable Threads
	Autoboxing		Coordinating Threads
7	Inheritance in Java		Interrupting Threads
	Inheritance		Runnable Interface
	Inheritance in Java		Race Conditions
	Casting		Synchronized Methods
	Method Overriding		Deadlocks
	Polymorphism		Synchronized Blocks
	super	13	Getting Started with Android
	The Object Class		Android Overview
8	Packages		Android Architecture
	Packages		The Dalvik VM
	The import Statement		Android Components
	Static Imports		Android Development Environment
	CLASSPATH and Import		A Simple Android Application
	Defining Packages		The Android Emulator
	Package Scope		User Interface Layouts
9	Exception Handling		Android Event Handlers
	Exceptions Overview		LogCat
	Catching Exceptions		

14	Activities Activities Creating an Activity Activity Lifecycle Callback Methods Resource Conservation Intents AndroidManifest.xml Packaging	18	Appendix A – Dialogs Toast Custom Toast Dialogs Dismissing a Dialog AlertDialog AlertDialog Buttons AlertDialog Items Custom Dialogs ProgressDialog DatePickerDialog
15	Resources Resources Alternative Resources R.java String Resources String Arrays Boolean and Integer Resources Color and Dimension Resources Style Resources Image Resources System Resources Localization Format Strings	19	Appendix B – Menus Menus and Menu Items OptionsMenu Reacting to Menu Item Selections ContextMenu Submenus CheckBoxes and Radio Buttons in Menu Items
16	Views and Event Handlers Views and ViewGroups Common Properties Text View Edit Text TextChanged Events Button Check Box and Toggle Button Radio Group and Radio Buttons DatePicker ProgressBar and RatingBar Threads and Handlers AsyncTask		
17	Layouts LinearLayout FrameLayout RelativeLayout TableLayout Combining Layouts Scrolling Screen Orientation Changes Graphical Layout Tool		