INFOSOFT IT SOLUTIONS

Training | Projects | Placements

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KOTLIN ANDROID APP DEVELOPMENT TRAINING

1: Introduction to Kotlin

- 1. Kotlin Overview
- 2. Setting up Kotlin for Android Development
- 3. Kotlin Basics: Variables, Data Types, Control Structures
- 4. Functions and Lambdas in Kotlin
- 5. Null Safety and Optionals in Kotlin

2: Android App Fundamentals

- 1. Introduction to Android Development
- 2. Android Studio IDE Overview
- 3. Activities and Intents
- 4. Layouts and Views
- 5. Resources and Assets Management

3: Kotlin and Android Views

- 1. Working with XML Layouts in Kotlin
- 2. Handling UI Events with Kotlin
- 3. Recycler View and Adapter Implementation
- 4. Fragment Basics and Navigation

4: Data Persistence

- 1. Shared Preferences for Simple Data Storage
- 2. SQLite Database with Room Persistence Library
- 3. Working with Content Providers

5: Networking and APIs

- 1. Making HTTP Requests with Retrofit
- 2. Parsing JSON with Kotlin
- 3. Handling Network State and Connectivity

6: Advanced Topics

- 1. MVVM Architecture with Live Data and View Model
- 2. Dependency Injection with Dagger Hilt
- 3. Background Processing with Coroutines
- 4. Testing Kotlin Android Applications

7: Publishing and Monetization

- 1. Preparing for Release: Signing and Pro Guard
- 2. Uploading to Google Play Store
- 3. Monetization Strategies

ADVANCE TOPICS :-

1: Advanced Kotlin Features

- 1. Coroutines and Asynchronous Programming
- 2. Advanced Functions: Inline Functions, Higher-Order Functions
- 3. Sealed Classes and Enumerations
- 4. Delegated Properties and Lazy Initialization

2: Advanced Android Components

- 1. Custom Views and View Groups
- 2. Advanced Recycler View Techniques: Item Animations, Drag and Drop
- 3. Customizing Toolbars and Navigation Components
- 4. Using Motion Layout for Complex Animations

3: Advanced Architecture Patterns

- 1. Reactive Programming with Rx Java or Kotlin Flow
- 2. Implementing Clean Architecture with Kotlin
- 3. Using Android Jetpack: Work Manager, Paging Library
- 4. Data Binding and Two-Way Data Binding

4: Advanced Data Handling

- 1. Offline Data Sync with Room and Retrofit
- 2. Managing App Data with Firebase Realtime Database or Fire store
- 3. Integrating Graph QL with Apollo Android

5: Advanced Networking and Security

- 1. Securing Network Communication: HTTPS, SSL Pinning
- 2. Handling Authentication and Authorization
- 3. Using WebSocket for Real-Time Communication
- 4. Implementing OAuth and JWT Authentication

6: Performance Optimization

- 1. Memory Management and Leak Detection
- 2. Profiling and Benchmarking Tools
- 3. Optimizing Recycler View Performance
- 4. Background Optimization Techniques

7: Testing and Debugging

- 1. Unit Testing with JUnit and Mock K
- 2. UI Testing with Espresso
- 3. Debugging and Error Handling Strategies
- 4. Performance Testing and Profiling

8: Advanced Topics in Mobile Development

- 1. Augmented Reality (AR) Integration
- 2. Integrating Machine Learning Models (TensorFlow Lite)
- 3. IoT Integration with Android Things or Jetpack Compose
- 4. Advanced App Monetization Strategies