EH1-Infotech ™

6 Months Industrial Training

100% Placement Assistance

"One and only one company to provide these benefits"
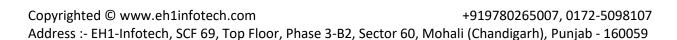
Why Choose Us?

- ✔ Free one Ethical Hacking Module from internationally renowned company.
- ✔ Be certified as Professional from **EH1-Infotech**
- ✔ Video tutorials to each lecture.
- ✔ 100% Placement Assistance.
- ✔ One to one discussion with your trainer before classes.
- ✔ Book your seats for demo lectures.
- ✔ Classrooms and labs well equipped with Plasma Screens & LCD's.

Demo classes on weekends
CALL US TO BOOK YOUR SEAT NOW!
📞 09780265007
☎ 01725098107

"Do Visit our Company to have a Better Career Opportunity"

Get placement opportunities in companies like ACCENTURE, NIIT, TCS, IBM, WIPRO
and many more..........

EH1-Infotech
KNOWLEDGE SOLUTIONS

EH1-Infotech
SCF 69, Top Floor, Phase 3B2
Sector 60, Mohali
Punjab-(160059), India

Mobile:- +91-9780265007
Landline:- 0172-5098107
Website:- www.eh1infotech.com
Email:- info@eh1infotech.com

Content of Certified Android Developer

Module 1: HTML

- Introduction to HTML
- Html Basic Tag
- HTML Image, Hyperlink
- HTML List
- HTML Table
- HTML Div
- HTML Frame
- HTML Forms
- HTML Font
- Marquee Tag

Module 2: DHTML (CSS)

- Introduction to CSS
- CSS Background
- CSS Margin
- CSS Padding
- CSS Border
- CSS Float
- CSS Links
- CSS Text
- CSS Outline

Module 3: HTML5

- Introduction to HTML5
- What's new in HTML5
- HTML5 API's
- HTML5 Features
- HTML5 Doc Type
- New Structure Tags
- SECTION
- NAV
- ARTICLE
- ASIDE
- HEADER
- HGROUP
- FOOTER

- New Media Tags
- Audio and video tags
- New Form Tags

Module 4: Cascading Style Sheets (CSS 3)

- Introduction to CSS3
- Basic CSS3 Selectors
- Advanced CSS3 Selectors
- New CSS3 Properties
- CSS Rounded Corners
- Border Image
- Box Shadow
- Text-Shadow Property
- Text-Stroke Property
- Multiple Backgrounds
- Background Origin
- Background Resize
- CSS Clip
- CSS Gradients
- Column Rules
- Opacity
- Transitions
- Transform

Module 5: Core Java

- The Genesis of Java
- Variables Data Types & Methods
- Operators & Arrays
- OOPs Concepts
- Class And Object in java
- Interfaces & Abstract classes
- Inheritance, Encapsulation & Polymorphism
- Overloading & Overriding
- Packages
- Exception Handling
- Multithreaded programming
- Collection in java
- String Handling

Module 6: Introduction to Android

- Overview of Android and Android SDK
- History of Android
- Android features
- Introduction of Development Framework
- Android Application Architecture
- Android Libraries
- Advanced Android Libraries

Module 7: Android Architecture Overview

- Introduction to OS layers
- Linux kernel
- Libraries
- Android Runtime
- Application framework

Module 8: Setup of Android Development Environment

- System requirements
- Eclipse and SDK installation, AVD creation
- Creating first Android Activity
- Types of Android Applications
- Developing for Mobile Devices
- Hardware-Imposed Design Considerations
- Considering the Users' Environment
- Android Development Tools
- The Android Emulator
- The Android Debug Bridge (ADB)

Module 9: Creating Applications and Activities

- What Makes an Android Application?
- Activation Components
- Introducing the Application Manifest
- Development tools, Manifest file
- The Android Application Life Cycle
- Understanding Application Priority and Process States
- Creating Resources
- Using Resources
- Creating an Activity

- The Activity Life Cycle
- Android Activity Classes

Module 10: Personality Development and Interview Preparations

Test 1: Includes Module 1 to 9 and Project Name is to be allocated (Designing Phase Starts)

Module 11: Creating User Interfaces

- Views, View Groups
- Layout Managers
- XML configuration of Layouts
- Building user interfaces using Graphical
- Layout
- Event handling Mechanism

Module 12: Notifications

- Introduction to Notification
- Types of Notifications
- Toast Notification
- Status Bar Notification
- Alert Notification

Module 13: Adapters

- Introduction to Adapters
- List Adapter
- Array Adapter
- Cursor Adapter
- Simple Adapter
- Spinner Adapter

Module 14: Advanced User Interface

- Customized User Interfaces
- Drawable Resources
- Resolution and Density Independence

Module 15: Resources and Assets

- Android Resource
- Using resources in XML and code
- Localization
- Handling Runtime configuration changes

Module 16: Menus & Dialog Boxes

- Introduction to Menus
- Types of Menus
- Options Menu
- Context Menu
- Sub Menu
- Dialog Boxes

Module 17: Animation

- Introduction to Animation
- Property Animation
- View Animation
- Rotating view
- Translating View
- Alpha animation
- Example

Module 18: Activities, Intents & Intent Filters

- Activities
- Intents
- Pending Intents
- Intent Filters
- Data Interaction among Activities

Test2: Module 11 to 18 and Project Main Implementation Starts (Development Phase Starts)

Module 19: Services and Receivers

- Service Life cycle
- Permissions
- Implementing Services
- Receiver tag

- Implementing Receivers

Module 20: Multithreading

- Using Java Multithreading classes
- Handler
- Post
- AsyncTask

Module 21: Data Storage and File System

- Shared Preferences
- File System in Android
- Internal Storage
- External Storage

Module 22: SQLite and Content Providers

- What is SQLite?
- Creating SQLite Databases
- Inserting Data into SQLite
- Retrieving Data from SQLite
- Deleting Data from SQLite
- Updating Data on SQLite
- Content Providers
- Querying using Content Providers

Module 23: Cursors and Content Values

- Introduction about Cursors
- Inserting data into SQLite using Content Values
- Reading Address Book from Mobile
- Making Calls from Application

Module 24: Telephony and SMS

- Telephony
- Reading Phone device details
- Reading SIM Details

- Introducing and Sending SMS and MMS
- Reading incoming messages

Test 3: Module 19 to 24 and Project Testing and Finalization

Module 25: Location Based Services

- Finding current location – Location
- Manager
- Introduction to Geo Coding
- Types of Geo Coding
- Forward Geo Coding
- Reverse Geo Coding

Module 26: Google Map API

- Introduction to Google Maps
- How to use Maps in Application?
- Change views on Map
- Adding and removing layers – Map
- Overlay
- Getting Views to the Map and Map
- Positions
- Draw path between two Geo Points

Module 27: Web Services and Network Connectivity

- What is Web service?
- Integrating Web Services
- SOAP based calling
- Receiving HTTP Response (XML, JSON)
- Parsing JSON and XML
- Invoke RESTful Web Services

Module 28: Peer-to-Peer Communication

- Introducing Android Instant Messaging
- Using the G-Talk Service
- Binding to the G-Talk Service
- Making a G-Talk Connection and Starting an IM Session

- Introducing Presence and the Contact Roster
- Managing Chat Sessions

Module 29: Bluetooth

- Introduction to Bluetooth
- Accessing the Local Bluetooth Device
- Adapter
- Managing Bluetooth Properties and State
- Managing Device Discoverability
- Turn on and Turn off Bluetooth from Application
- Get all paired Bluetooth Devices from Application
- Scan for the new Bluetooth Devices from Application

Module 30: Multimedia

- Playing Audio file
- Playing Video file
- Managing Media Controller
- Recording Multimedia
- Using the Camera
- Controlling Camera Settings
- Using the Camera Preview
- Taking a Picture
- Using the Camera Preview
- Introducing the Sensor Manager
- Using the Accelerometer and Compass
- Detecting Acceleration Changes
- Creating a Speedometer
- Determining Your Orientation
- Creating a Compass and Artificial Horizon
- Android Telephony
- Making Phone Calls
- Monitoring Phone State and Phone Activity
- Monitoring Data Connectivity and Activity

Module 31: Android Application Deployment

- Android Application Deployment on Emulator
- Android Application Deployment on Device
- Android Application Deployment on
- Android Market (Google Play)

Module 32: Kotlin (Programming Language)

- Introduction of Kotlin
- Why we need to learn Kotlin
- How Kotlin different From Java
- Installation of intellije IDE for Practice
- Aware About Syntax of Kotlin
- Make and Run the Programs with Kotlin
- Basic Types & Variables in Kotlin
- Control Flow in Kotlin
  - ✓ If Expression
  - ✓ When Expression
  - ✓ For Expression
  - ✓ While Expression
- Working with class and Object
- Create a Constructor & Function
- Working with inheritance

Module 33: Advance JAVA

- Basics of Servlets
- Basics of JSP
- MYSQL Queries
- Connect JSP & Servlets Pages to MYSQL

Test 4: Module 25 to 33

Module 34: Ethical Hacking (Android Hacking & Security)

Module 35: Project Work + Job Interviews

Handwritten Feedback's of students at http://feedback.eh1infotech.com

Job Alerts also provided at http://www.facebook.com/eh1infotech