



# A.S. Technologies

## MOBILE APP DEVELOPMENT

**Learn Android development from Basic! This course covers Android , User Interface, database Connection, and deployment. Build real-world apps and master in Android Studio.**

## COURSE OVERVIEW

**A.S. Technologies Offers 3 Months Intensive Program For Beginners As Well As Professionals...**

## FUTURE OF APP DEVELOPMENT

**After Completing This Course You will Become a Mobile App Developer,Team Leader in Software Company**

## WHO CAN DO

- Students (10/12 pass )
- Job Seekers
- Freelancer

## OUR FEATURES

- Fully practical training
- latest Marketing Trends
- cost-effective and scalable
- Installment facility
- 100% job Assistance



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# TOPICS COVERED IN APP DEVELOPMENT

Sr. No.	Topic	Short Description
1	Intro & Setup	<ul style="list-style-type: none"><li>• Introduction to Android Development</li><li>• Android Studio Projects Overview</li><li>• Kotlin Plugin &amp; Gradle Errors</li><li>• Version Compatibility &amp; Vector Drawable</li></ul>
2	UI & Layouts	<ul style="list-style-type: none"><li>• Layout Inflation &amp; Main Activity</li><li>• Constraint Layout &amp; Styling Views</li><li>• Buttons, Image Views &amp; Colors</li><li>• Navigation Drawer &amp; Fragments</li></ul>
3	Event Handling & Logic	<ul style="list-style-type: none"><li>• OnClickListener &amp; View IDs</li><li>• Implementing Dice Roller Logic</li><li>• SafeArgs &amp; Intent Handling</li></ul>
4	Navigation & Data Binding	<ul style="list-style-type: none"><li>• Navigation Components &amp; Back Stack</li><li>• Implementing Up Button &amp; Overflow Menu</li><li>• Data Binding &amp; ViewModel Implementation</li></ul>
5	Lifecycle & Architecture	<ul style="list-style-type: none"><li>• Activity Lifecycle &amp; Logging</li><li>• ViewModel, LiveData &amp; MVVM</li><li>• Room Database &amp; Entity Creation</li></ul>

<b>Sr. No.</b>	<b>Topic</b>	<b>Short Description</b>
<b>6</b>	<b>Data Handling</b>	<b>Introduces data classes, collections, null safety, and working with JSON. Covers data binding basics and using LiveData for observing data</b>
<b>7</b>	<b>RecyclerView and Custom Adapters</b>	<b>Shows how to display dynamic lists using RecyclerView, implement custom adapters, and handle item clicks.</b>
<b>8</b>	<b>Working with Fragments</b>	<b>Teaches how to use fragments for modular UI design, manage fragment transactions, and communicate between fragments and activities</b>
<b>9</b>	<b>ViewModel, LiveData, and MVVM Architecture</b>	<b>Explains the MVVM architecture pattern and how to use ViewModel and LiveData to separate concerns and improve testability.</b>
<b>10</b>	<b>Firebase Integration (Authentication &amp; Database)</b>	<b>Covers integrating Firebase services including user authentication, real-time database, and Firestore for cloud data storage</b>
<b>11</b>	<b>Notifications and Background Tasks</b>	<b>Teaches how to schedule and display notifications, work with WorkManager for background tasks, and manage battery-friendly operations</b>

<b>Sr. No.</b>	<b>Topic</b>	<b>Short Description</b>
<b>13</b>	<b>Publishing Apps to Google Play Store</b>	<b>Guides students through the process of signing APKs, generating release builds, and publishing the app on the Play Store.</b>
<b>14</b>	<b>Project</b>	<b>A guided final project where students design, develop, test, and publish a fully functional Android app using the concepts learned throughout the course</b>
<b>15</b>	<b>Resume Building</b>	<b>Creating Resume Portfolio Building</b>
<b>16</b>	<b>Interview Preparation</b>	<b>Interview Question</b>
<b>17</b>	<b>Mok Interview</b>	<b>Face To Face Interview</b>