TRAINING CONTENTS

Module	Session No.	Topics	No. of class hours
	1	 Variables, data types, and operators Control flow (if, when, loops) Functions and lambdas Collections and iterators Practical: Write Kotlin programs demonstrating basic syntax Create simple functions and use control flow statements Implement functions and lambdas in Kotlin Work with lists, sets, and maps 	3
Basics of Kotlin for Android	2	Lecture: Object-oriented programming in Kotlin Classes, objects, and interfaces Extension functions and higher-order functions Practical: Create classes and interfaces in Kotlin Use extension functions Implement higher-order functions	3
Android	3	 Lecture: Overview of Android OS Setting up Android Studio and the development environment Practical: Install Android Studio and set up the Android SDK Create a "Hello World" project in Kotlin 	3
	4	 Lecture: Anatomy of an Android project (folders and files) Gradle build system and configurations Manifest file and its importance Practical: Explore the structure of a new Android project Modify the build. gradle file to add dependencies Edit the AndroidManifest.xml for basic configurations 	3
XML- Based UI	5	Lecture: • XML syntax and structure for layouts	3

Dovolonmo	Types of layout files	
Developme	· · · · · · · · · · · · · · · · · ·	
nt	• Best practices for XML layouts Practical:	
	Create basic XML layout files Design simple year interferes value	
	 Design simple user interfaces using XML 	
	Use Android Studio's layout editor	
	Lecture:	
	Introduction to View and ViewGroup Output Description:	
	Common ViewGroup subclasses Newtine ViewGroup and biogenites	
	Nesting ViewGroups and hierarchy Proportion!	
	Practical:	2
6	Create and arrange Views in different Views Communication Views Communication Views Communication Views Communication Views in different Views in different	3
	ViewGroups	
	• Experiment with ViewGroup attributes	
	and properties	
	Implement a nested layout structure	
	Lecture:	
	Overview of basic UI components	
	 Properties and attributes of TextView, 	
	Button, and ImageView	
	 Handling clicks and user interactions 	
7	Practical:	3
/	• Add and customize TextView, Button,	3
	and ImageView in XML	
	Implement click listeners and other	
	event handlers	
	 Create a simple interactive UI 	
	Lecture:	
	• Characteristics and use cases of each	
	layout manager	
	• Constraints and positioning in	
	ConstraintLayout	
	Performance considerations	
8	Practical:	3
	• Design UIs using LinearLayout,	
	RelativeLayout, and ConstraintLayout	
	Utilize constraints and chains in	
	ConstraintLayout	
	• Compare and optimize layout	
	performance	

Introductio n to Jetpack Compose	9	Lecture: • Introduction to declarative UI paradigm • Benefits of Jetpack Compose • Compose architecture and components Practical: • Set up a new Compose project • Create basic composables • Compare Compose with XML-based UI	3
	10	Lecture:	3
	11	 Lecture: Overview of basic Compose components Component properties and customization Handling user interactions in Compose Practical: Implement Text, Button, and Image composables Customize components using modifiers Handle click events in Compose 	3
	12	Lecture: Composable layout components Arranging Elements in Columns, Rows, and Boxes Alignment and spacing in Compose Practical: Create layouts using Column, Row, and Box Experiment with alignment and spacing Build a responsive Compose layout 	3
Integrating XML and Compose	13	Lecture: Benefits and use cases of hybrid UI Adding Compose to existing XML projects Handling interoperability	3

		Practical:	
		 Add Compose UI to an existing XML-based project Implement a hybrid UI using XML and Compose Manage communication between XML and compose components 	
	14	Lecture: Interoperability between XML and Compose ComposeView and AndroidView Best practices for combining XML and Compose Handling lifecycle and state across UI frameworks Practical: Use ComposeView to integrate Compose in XML layouts Use AndroidView to embed XML layouts in Compose Synchronize state and lifecycle between XML and Compose	3
Integrating XML and Compose	15	Lecture: • Planning a migration from XML to Compose • Step-by-step migration process • Addressing common challenges Practical: • Migrate a simple XML-based UI to Compose • Identify and solve migration issues • Optimize the migrated Compose UI	3
Data Handling and Persistence	16	Lecture:	3

	17	Lecture: Overview of Room Library Setting up Room database Defining entities and DAOs Practical: Set up Room in an Android project Create entities and DAOs Performing CRUD operations with Room	3
	18	 Lecture: Introduction to RESTful APIs Overview of Retrofit Library Making network requests with Retrofit Practical: Set up Retrofit in an Android project Perform GET and POST requests Parse and display JSON data 	3
	19	Lecture:	3
Advanged	20	Lecture: Animation APIs in XML Animation APIs in Compose Best practices for animations Practical: Implemented animations using XML properties Create animations in Compose Compare and optimize animation performance 	3
Advanced Topics for Android	21	Lecture: • Identifying performance bottlenecks • Profiling tools in Android Studio • Optimization techniques for UI and data Practical: • Profile an Android app • Optimize UI rendering performance • Implement best practices for performance	3
	22	Lecture:	3

		 Writing effective UI tests Practical: Set up Espresso for testing XML-based UIs Write and run Compose UI tests Analyze and fix test failures 	
	23	Lecture: Importance of accessibility Accessibility features in Android Best practices for accessible UI design Practical: Implement accessibility features in an app Test app accessibility Ensure compliance with accessibility guidelines	3
Project and Capstone	24	 Project Planning and Requirements Defining project scope and requirements Planning development stages Setting milestones and deadlines Practical: Create a detailed project plan Define functional and non-functional requirements Prepare a development timeline with milestones 	3
	25	Lecture: Developing a Complete App with XML Integrating all XML-based UI concepts Best practices for app development Debugging and testing the app Practical: Develop a complete app using XML layouts Implement data handling and persistence using Room and ViewModel Test and debug the app	3

	26	Lecture: Developing a Complete App with Compose Integrating all Compose-based UI concepts Best practices for Compose development Debugging and testing the app Practical: Develop a complete app using Jetpack Compose Implement data handling and persistence using Room and ViewModel Test and debug the app	3
	27	Lecture: • Hybrid App Using XML and Compose Android OS architecture and components • Combining XML and Compose in a single project • Strategies for seamless integration • Preparing for final project presentation Practical: • Develop a hybrid app using both XML and Compose • Implement advanced features and optimizations • Prepare and deliver a final project presentation	3
Total Sessions	27	Total class hours	81 hours
	28	CV Writing: Crafting an effective CV, structuring for impact, tailoring CVs for job roles, common mistakes, and ATS optimization	3
Mentorshi p Sessions	29	Job Interview: Resume-based and behavioral interviews, common interview questions, STAR method, body language, and mock interview practice	4
	30	Industrial Life: Workplace culture, professional ethics, career growth, communication skills, handling work pressure, and networking strategies	3

Total Mentorshi p Sessions	3	Total mentorship class hours	10