

GDG DevCamp 2015

Days 01 & 02: August 04-05, 2015

Course Summary

Android Fundamentals blends theory and practice to help you build great apps the right way. In this course, you'll work with instructors, step-by-step, to build an Android app, and learn best practices of mobile development in general and Android development in particular.

Skills Gained

- Build an Android app step-by-step with Android Studio.
- Running App on Android Virtual Device in Android Studio IDE & Genymotion.

Prerequisites

1 year of programming experience in Java.

Android Training: Create Project with a Simple UI

Starting by installing Android Studio, you'll create your first project with a simple list-based user interface and built and deploy it to virtual and actual devices.

Outline

This is an initiation to the <u>Android Studio</u> and as well the fundamental of Android Application tips.

- Course Goals and Prerequisites
- Installing Android Studio
- Creating a new Android Studio Project
- Selecting a Minimum and Target SDK
- Select a <u>Target SDK</u>
- Select a Target SDK Solution
- Finish creating a New Project
- Install HAMX
- Launch Sunshine and Create an AVD
- Android Software Stack and <u>Gradle</u>
- Debugging with a Physical Device
- Install Genymotion for virtual devices
- Launching on a Device
- Start to build the App

Attendance

With a participation of 52 attendees mostly of Engineering Students, Computer Science Students, Developers, IT Engineers and IT Passionate.

Images

https://www.facebook.com/GdgYaounde/posts/477879092379590

https://www.facebook.com/GdgYaounde/posts/477877135713119

https://twitter.com/GDGYaounde/status/628976113377771521

Logistics

DESIGNATION	QUANTITY	OBSERVATION
Hall	01	Reserved
Internet Modem	02	Available
Video-Projector	01	Available
Roll ups	04	Not Available

Trainer

Daniel Rene PEWO, fouomenedaniel@gmail.com

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