

Smart Professional Android (OV-5010)

| Duration: | 8 Months* | Fee: | LUMP SUM | INSTALLMENT | | | | | |
|---|---|--|---------------------------------------|---|---|---|--|---|--|
| Eligibility: | Undergraduates/ graduates/ working professionals/ engineers | | | | | | | | |
| Job opportunities: | <i>On successfully completing the Smart Pro Android course, you will be ready to join top companies as Java Developer, Android App Developer.</i> | | | | | | | | |
| Evaluation Strategy: | Award of Grades | | | | | | | | |
| | <table border="1"> <tr> <th>PASS</th> <th>CREDIT</th> <th>DISTINCTION</th> </tr> <tr> <td>Overall Weighted Marks >= 40% but < 60% qualifies for PASS</td> <td>Overall Weighted Marks >= 60% but < 75% qualifies for CREDIT</td> <td>Overall Weighted Marks >= 75% but < 60% qualifies for DISTINCTION</td> </tr> </table> | PASS | CREDIT | DISTINCTION | Overall Weighted Marks >= 40% but < 60% qualifies for PASS | Overall Weighted Marks >= 60% but < 75% qualifies for CREDIT | Overall Weighted Marks >= 75% but < 60% qualifies for DISTINCTION | Note: To attain a PASS/CREDIT/DISTINCTION grade, a student should achieve at least 40% in Final Examination; otherwise he/she will be declared as 'Referred'. | |
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| Overall Weighted Marks >= 40% but < 60% qualifies for PASS | Overall Weighted Marks >= 60% but < 75% qualifies for CREDIT | Overall Weighted Marks >= 75% but < 60% qualifies for DISTINCTION | | | | | | | |
| Learner's Guide (eBook) | <p style="text-align: center;">Course Content</p> <table border="1"> <tr> <th>Fundamentals of Java</th> <th>Object oriented Programming with Java</th> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Develop classes and how declare classes 2. Create a Java class 3. Understand the benefits of using an IDE 4. Declare and initialize variables 5. List and understand the different data types 6. Understand the major operators 7. Understand the use of decision making and loop constructs 8. Work with Arrays and String classes 9. Understand the use of packages and access specifiers 10. Use inheritance to declare and define a subclass for a superclass 11. Understand nested class 12. Describe error handling in a Java program 13. Explain the new Date and Time API 14. Explain the Functional programming features of Java 8 15. Explain the new Features of Java </td> <td> <ol style="list-style-type: none"> 1. Explain Exceptions and Assertions 2. Implement Java I/O operations 3. Explain on how to build database applications with JDBC 4. Describe Thread implementation in Java 5. Explain the role of Lambdas in refactoring Java 6. Explain Swing API 7. Describe Concurrency and Parallelism in Java 8. Define Class Design 9. Describe Java Data Structures 10. Understand Java Logging API and ResourceBundle 11. Explain JavaDoc 12. Describe how to work with Lambda </td> </tr> </table> <p style="text-align: center;">Modern Android Apps Development</p> <ol style="list-style-type: none"> 1. Identify different techniques to plan, design and prototype your mobile apps before writing any code 2. Understand the App life cycle and its main components 3. Learn to create a graphical user interface (GUI) 4. Learn to implement a custom application theme 5. Implement menu-based navigation 6. Design and build a functional Android application 7. Set up and understand your Android Development Environment 8. Learn to program with Android 9 (Pie) and Notifications 9. Implement display cutouts | Fundamentals of Java | Object oriented Programming with Java | <ol style="list-style-type: none"> 1. Develop classes and how declare classes 2. Create a Java class 3. Understand the benefits of using an IDE 4. Declare and initialize variables 5. List and understand the different data types 6. Understand the major operators 7. Understand the use of decision making and loop constructs 8. Work with Arrays and String classes 9. Understand the use of packages and access specifiers 10. Use inheritance to declare and define a subclass for a superclass 11. Understand nested class 12. Describe error handling in a Java program 13. Explain the new Date and Time API 14. Explain the Functional programming features of Java 8 15. Explain the new Features of Java | <ol style="list-style-type: none"> 1. Explain Exceptions and Assertions 2. Implement Java I/O operations 3. Explain on how to build database applications with JDBC 4. Describe Thread implementation in Java 5. Explain the role of Lambdas in refactoring Java 6. Explain Swing API 7. Describe Concurrency and Parallelism in Java 8. Define Class Design 9. Describe Java Data Structures 10. Understand Java Logging API and ResourceBundle 11. Explain JavaDoc 12. Describe how to work with Lambda | | | | |
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| | <p>UI/UX for Mobile Devices</p> <ol style="list-style-type: none"> 1. Define User Interface (UI) and User Interface design 2. List and explain the different elements of User Interface Design 3. Describe the principles of User Interface Design 4. Describe the types of User Interface Design 5. Explain the User Interface Design process 6. Describe the models in User Interface Design 7. Define User Experience (UX) and User Experience Design 8. Describe the difference between UI and UX 9. Describe the different elements of UX Design 10. Explain the significance of UX 11. List and explain the principles of User Experience Design 12. Describe the best practices in User Experience Design 13. Define Responsive UI design 14. Describe the evolution of RWD 15. Describe the importance of Progressive Enhancement 16. Outline the differences between Graceful Degradation and Progressive Enhancement 17. Explain the RWD Workflow 18. Describe the significance of RWD 19. Explain the strategies for RWD in mobile phones, Android based devices, and laptops 20. Describe the need for content strategy in RWD 21. Describe the importance of content audit 22. Explain the performance optimization for a mobile-friendly site 23. Explain the difference between responsive and adaptive Website designs 24. Define Breakpoints 25. Describe Navigation Drawers 26. Describe Stacked Pagination 27. Explain Fluid Images 28. Define Bottom Bar 29. Define Top Bar 30. Define Front Action Calls 31. Explain Short and Simple Menus 32. Describe usability studies 33. Explain the importance of usability studies 34. List the steps for testing in usability studies 35. Describe usability studies for Responsive Web Design 36. Describe the mobile User Interface (UI) 37. Describe the mobile User Experience (UX) 38. Describe the application of mobile UI 39. Describe the application of mobile UX | | | | |
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| Documents Required: | <ol style="list-style-type: none"> 1. All educational certificates 2. Age proof 3. Residential address proof (Permanent and Current) 4. Two Passport size Photograph | | | | |
| <p>Pay your fee Offline as well as Online, For Online Payment Scan QR Code</p> | | | | | |