



Sonopant Dandekar Shikshan Mandali's

**Sonopant Dandekar Arts, V. S. Apte Commerce
& M. H. Mehta Science College, Palghar**

(Best College - University of Mumbai)

(Amongst Top 100 Colleges in India by 'India Today - MDRA Survey 2019')

16/08/2018

Department of Computer Science

NOTICE

All students of Bsc (CS) are informed that a 2-days workshop on Android App

Development is organized on 20th and 25th August, 2018 from 9 am to 5 pm.

Students will be guided to develop Android app in this workshop.

(Dr. Kiran J. Save)

Principal

**PRINCIPAL
Sonopant Dandekar Arts College,
V.S. Apte Commerce College &
M.H. Mehta Science College
PALGHAR (W.R.)
Dist. Palghar, Pin-401404**

Attendance

Following students participated in this workshop:

Sr.No.	Student Name
1	GOMES CHRIS CRASTO
2	CARVALHO ASHWIN NEVIL
3	LONDHE PUNESHWAR KAVINARAYAN
4	TANKARI PUNITKUMAR AMBUBHAI
5	PASI ANIKET KRISHNPAL
6	PANDIT MANISH MANOJ
7	CHAUHAN PANKAJ KUMAR PRAMOD KUMAR
8	LUSBO LEON AMBROSE
9	SHUBHAM PANDEY
10	MONDHE SHITAL DHAVALU
11	KHAN SHOAIB INAMULLAH
12	SINGH ABHISHEK JITENDRA
13	SINGH AMRUTA SATENDRA
14	BORA MOHIT KUNDAN
15	GUPTA ANUJ DEEPAK
16	GUPTA TANVI DINESH
17	PATIL SWINAL HEMKANT JAYMALA
18	GHARAT NITI NINAD
19	RAUT YASH JAYANT
20	RAY SURAJ RAMSHRI
21	PRAJAPATI PRITAM RAMPRAKASH
22	NAIR RAHUL RAVINDRAN
23	ACHARY ABHISHEK SURESH NAIR
24	JOSHI MANDAR SANDESH
25	SINGH POOJA BASANT
26	JAISWAL DHARAMVEER RAMJIT
27	CHAUDHARI VIJAY ARJUN
28	PAWAR VAIBHAV ANIL
29	KHANDGE SHUBHAM SOMNATH
30	MECWAN AARON SANJAY
31	SAURAV AMOLIK
32	BHANUSHALI SAIRAJ SUHAS
33	SHARMA RISHABH SHYAMSUNDAR
34	CHEDE KOMAL BALU
35	RAJANE JAYKUMAR PRAVIN
36	KINI RAJ AVINASH
37	PRASAD SHUBHAM SHYAMKISHOR
38	SINGH ARPITA RAMPAL
39	MHATRE VIDHITA DNYANDEV
40	PANDEY MUKUL DHIRENDRA

Department of Computer Science

EVENT REPORT

Name of the Event –Workshop on Android App Development

Date -20-08-18 and 25-08-18

Time -9.00 AM to 5.00 PM

No. of Students Participated – 40

Workshop Agenda:

1. Introduction to Android Development

- Overview of the Android platform and its ecosystem
- Explanation of the Android development stack (Java/Kotlin, XML, Android SDK)
- Introduction to Android Studio IDE and its features

2. Setting Up the Development Environment

- Step-by-step guide to installing and configuring Android Studio
- Explanation of the Android Virtual Device (AVD) Manager for creating virtual devices
- Ensuring participants have a functional development environment

3. Basics of Android App Components

- Explanation of the four fundamental components: Activities, Services, Broadcast Receivers, and Content Providers
- Understanding the Android Manifest file and its role in declaring app components
- Hands-on activity: Creating and configuring a simple Activity using Android Studio

4. User Interface Design with XML Layouts

- Introduction to XML layout files for designing user interfaces
- Overview of different layout types: LinearLayout, RelativeLayout, ConstraintLayout
- Hands-on activity: Designing a basic user interface for the app using XML layouts

5. Handling User Interaction and Events

- Understanding event handling in Android: OnClickListener, onTouchListener, etc.

- Handling user input through EditText, Button, and other UI elements
- Hands-on activity: Implementing event listeners and handling user interactions in the app

6. Working with Data and Resources

- Overview of Android resources: strings, colors, dimensions, drawables, etc.
- Introduction to SharedPreferences for storing simple data persistently
- Hands-on activity: Implementing data storage and retrieval using SharedPreferences

7. Building a Simple Android App

- Overview of the workshop project: A basic todo list app
- Step-by-step guidance on building the app's features: adding tasks, marking tasks as completed, deleting tasks
- Hands-on activity: Participants work on implementing the app's features with guidance from instructors

8. Testing and Debugging Introduction to debugging tools in Android Studio: Logcat, Debugging mode, etc.

- Overview of testing strategies for Android apps: unit tests, UI tests, etc.
- Hands-on activity: Participants debug and test their app on virtual devices and/or physical devices

9. Publishing Your App

- Overview of the Google Play Store publishing process
- Guidelines for app deployment, including app signing, store listing, and pricing
- Tips for promoting and maintaining your app after publication

10. Q&A and Closing Remarks

- Open floor for questions from participants
- Recap of key learnings and takeaways from the workshop
- Thank participants for their participation and provide resources for further learning

Rashmi

Prof. Rashmi Varade
Head, Department of Computer Science

Photograph of the Workshop:-

