

Complete Android Development, Part 18 of 29: Android Animation

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Meet the expert: Paulo Dichone graduated from Whitworth University with a B.S in Computer Science in 2009 and has worked building Android and iOS mobiles apps as well as web applications. Since 2014 he's been an online instructor teaching over 40,000 students from 170 countries in how to program Java and build Android Applications.

Prerequisites: Knowledge of java programming is required. If you do not, then paulo's java series "Java SE 9 Parts 1 through 14" would be needed. Base understanding of Mobile Development.

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Course description: This series is for you, if you want to understand, architect, and master Android Applications. This course covers an Animation, and intro to UI and User Experience, Android drawable resources as well as understanding XML drawables and shapes.

Course outline:

Animation

- Introduction
- Animation Frame Animation
- Fading Animation
- Summary

Intro to UI and UX

- Introduction
- Intro to UI and UX
- Android Material Design Intro
- Android Views and ViewGroups
- Summary

Android Resources drawable menu layout

- Introduction
- Android Resources drawable menu layout mipmap
- Understanding Density in Android
- Summary

Understanding XML Drawables Creating Shapes

- Introduction
- Understanding XML Drawables Creating Shapes
- Button State Selectors Using XML
- XML Gradient
- Summary

Understanding Intents

Presentation

- Introduction
- Understanding Intents Presentation
- Implicit Intent Send a Message via Email
- CHALLENGE Trivia Send Score Message via Share btn
- CHALLENGE Solution
- Summary