

Android - Developer Learning Guide

Intro

1.

Android is an open source and Linux-based operating system for mobile devices such as smartphones and tablet computers.

Android programming is based on Java or Kotlin programming languages so if you have basic understanding one of them, then it will be fun to learn Android application development.

General Requirements

2.

1. [Android Manifest](#)
2. [Activity, Activity lifecycle](#) [article](#) and [video](#)
3. [Fragment, Fragment lifecycle](#)
4. [View and ViewGroups](#)
5. [Layouts, XML Files](#)
6. [RecyclerView](#) [article](#) and [video](#)
7. [Intents \(Explice Intent, Implicit intent\)](#)
8. [Services \(Foreground Service, Started Service, Bound Service, Intent Service\)](#)
9. [Broadcast receiver](#)
10. [Retrofit 2](#)
11. [SQLite Database](#)
12. [Gradle](#)



Advanced topics

3.

1. [DataBinding](#)
2. [Lifecycles-aware components](#)
3. [LiveData](#)
4. [ViewModel](#) [article](#) and [video](#)
5. [Paging](#)
6. [Room](#)
7. [Navigation component](#) [article](#) and [video](#)
8. [WorkManager](#)
9. [Firebase Cloud Messaging \(FCM\)](#)
10. [RxJava](#) and [RxAndroid](#)
11. [Looper, Handler and HandlerThread](#) [article](#) and [video](#)
12. [Android Memory Leak](#)
and [Garbage Collection](#) [article](#) and [video](#)
13. [Powerful tool DiffUtil in RecyclerView](#)

Recommended Books To Read

4.

1. [Effective Java](#)
2. [Kotlin in Action](#)
3. [Head First Android Development](#)