

# How the Founder of Infinityplus Learnt Android UI Design in 15 Days: An Excerpt from His Bestselling Book



## Be Hungry: How the Founder of Infinityplus Learnt Android UI Design in 15 days by David Karashima

★★★★☆ 4.4 out of 5

Language	: English
File size	: 10443 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Word Wise	: Enabled
Print length	: 304 pages



In today's competitive mobile app market, it's more important than ever to have a user interface (UI) that is both visually appealing and easy to use. Android UI design is a specialized skill that can take years to master. However, the founder of Infinityplus, a leading mobile app development company, has developed a step-by-step guide that can help you learn the basics of Android UI design in just 15 days.

In his bestselling book, *How to Design a Great Android App*, the founder of Infinityplus shares his insights on the key principles of Android UI design. He also provides detailed instructions on how to use the Android Studio development environment and the Android UI framework.

In this exclusive excerpt from his book, the founder of Infinityplus reveals his step-by-step guide to learning Android UI design in just 15 days.

### **Day 1: to Android UI Design**

On the first day, you will learn the basics of Android UI design. This includes understanding the different types of UI elements, such as buttons, text views, and images. You will also learn how to use the Android Studio development environment and the Android UI framework.

### **Day 2: Designing Your First Android App**

On the second day, you will start designing your first Android app. This will involve creating a layout for your app, adding UI elements, and styling your app.

### **Day 3: Handling User Input**

On the third day, you will learn how to handle user input. This includes learning how to respond to button clicks, text input, and touch events.

### **Day 4: Working with Data**

On the fourth day, you will learn how to work with data in your Android app. This includes learning how to load data from a database, display data in a list view, and save data to a file.

### **Day 5: Creating Custom Views**

On the fifth day, you will learn how to create custom views. This includes learning how to extend the View class, create your own layout, and handle drawing and event handling.

## **Day 6: Using Fragments**

On the sixth day, you will learn how to use fragments. Fragments are a way to modularize your UI code and make it easier to manage. You will learn how to create fragments, add fragments to your layout, and communicate between fragments.

## **Day 7: Working with Animations**

On the seventh day, you will learn how to work with animations. Animations can make your app more engaging and user-friendly. You will learn how to create different types of animations, such as fade in, fade out, and slide in.

## **Day 8: Using Material Design**

On the eighth day, you will learn how to use Material Design. Material Design is a design language developed by Google that provides a consistent look and feel for Android apps. You will learn how to use Material Design components, such as buttons, text fields, and cards.

## **Day 9: Designing for Different Screen Sizes**

On the ninth day, you will learn how to design for different screen sizes. Android devices come in a variety of screen sizes and resolutions. You will learn how to make your app look good on all devices.

## **Day 10: Testing Your App**

On the tenth day, you will learn how to test your app. Testing is an important part of the development process. You will learn how to test your app for bugs and how to make sure it works correctly on all devices.

## **Day 11: Publishing Your App**

On the eleventh day, you will learn how to publish your app. Once you have finished developing your app, you will need to publish it to the Google Play Store. You will learn how to create a Google Play Developer account, upload your app, and set a price.

## Day 12: Marketing Your App

On the twelfth day, you will learn how to market your app. Once you have published your app, you need to let people know about it. You will learn how to create a marketing plan, promote your app on social media, and get your app featured in the Google Play Store.

## Day 13: Monetizing Your App

On the thirteenth day, you will learn how to monetize your app. There are a variety of ways to make money from your Android app. You will learn about the different monetization options, such as ads



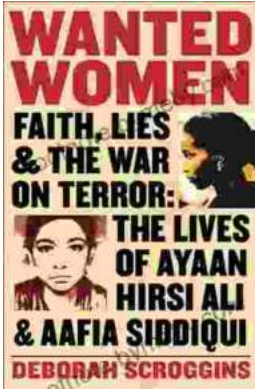
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