

# Blackberry Course Content

## 1. Introduction

- Detailing the blackberry platform and it's evolution
- Explaining the process of code signing
- Describing the various simulators and IDE needed for development

## 2. Elements

- Illustrating the different project types and their elements
- Explaining the foreground and background applications in blackberry apps
- Describing the basics and usage of threads

## 3. User Interface

- Explains the usage of common elements of user interface
- Explains the development and customization of menus and dialogs

## 4. Graphics

- Methods of using different fonts, images and animation
- Explains the steps for playing videos and transitions

## 5. Events

- Methods of handling clicks and touch events
- Explaining keyboard events
- Detailing context Menus

## 6. Storage

- Detailing the FileConnection API
- Explaining file system and persistence
- Usage of SQLite and unified search

## 7. MIDP

- Detailing the MIDP framework for blackberry
- Explaining the usage of networking and TCP/IP connection

## 8. Submission

- Illustrating the steps for packaging of application
- Describes the process of publishing of application

## 9. Miscellaneous

- Detailing usage of location based service and GPS
- Explaining device administration for blackberry smart phone