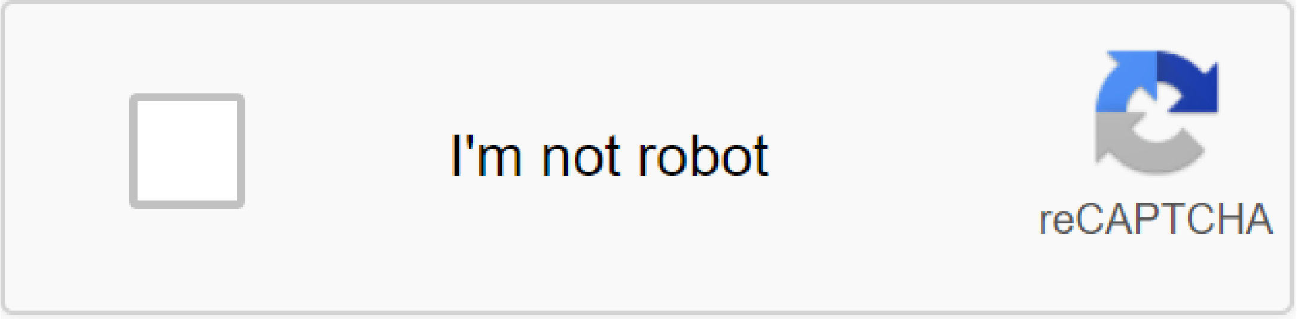
Udacity android nanodegree worth it



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Last year from March to August I participated in android developer Udacity Nanodegree program, and here I want to share my experience. I originally received an ad on Facebook to apply for a scholarship offered by Google and Udacity for the Nanodegree program, which usually costs 900 pounds. I've done very little Android development before, and while I didn't particularly want to prepare for a career as an Android developer, I was definitely interested in exploring Android more carefully. However, as we all know, it is very difficult to find the motivation to learn new technology without having a real, serious project to create. Consequently, I applied for a scholarship and I was lucky (thanks to Google and Udacity for this opportunity!). Nanodegree When participating in the Nanodegree program, you usually have six months to complete it. Because of my studies at the university, I only had time to start in mine, so essentially I had three months to complete it. But since I wasn't a complete beginner, it was totally manageable. Udacity offers a schedule of when to do which module of the course, as well as a soft timeline for finals projects at the end of each section of training. However, this is only a proposal. The only difficult time is to present the most definitive draft. Personally, I decided to take two days a week to fully focus on learning and coding for Nanodegree. Structure This particular Nanodegree program consisted of five main sections. The development of Android Apps Advanced Android App Development Gradle for Android and Java Material Design for Android Developers Capstone Project Each section consists of several (1) video tutorials in which Udacity developers explain concepts and make live coding. Between lessons, there are (2) quizzes to test your knowledge, however, quizzes are usually quite easy and obvious. In addition, there are several (3) coding tasks that require you to practically apply newly explored concepts. Each coding task starts with an unfinished, small game application and a toDOs list that you have to complete to finish it. TODOs tell you pretty exactly what to do, so sometimes it wasn't really a problem. Also, you don't have to do coding tasks at all if you don't want to because no one checks your results. But obviously it makes sense to make them, and it really helps for the (4) application project at the end of each section (sometimes there are more than one). For this project, you are invited to implement an application with a certain functionality (e.g. cooking recipe manager, movie collection manager, RSS reader, etc.). Usually it starts with a raw scaffolding skeleton app that you have to finish - this time without specific TODOs or instructions. In the after all, you send your code either through the GitHub repository or as a qIP file, and the Udacity mentor will review your code and give you helpful help about functionality, design, and code style. Here are three of my end-of-project app sections: popular android movies: An app to display movie information extracted from an online movie database. The focus was on interacting with an external, third-party web API. Baking Time Android: App to display baking recipes and instructions. The focus was on widgets, responsive design and video player integration. xyz-reader-android: The main application for reading text articles. The focus was on the correct implementation of material design, animation and UX. The community probably the best thing about the whole course was the community. There is an official Slack channel and a forum full of like-minded developers literally from all over the world who go through the same experience as you. People ask questions, discuss specific tasks or technologies in general, and you immediately feel very welcome. If you are unsure of the task or can not fix a certain mistake, there are people who will help you. In addition, many Udacity mentors hang out on Slack and in the forum and provide support as well, for example, in the form of weekly AMA sessions. In addition, each participant of the course is assigned a personal mentor who is a mentor of Udacity, with whom you can contact directly, you have questions. Actually, I never contact mine, but I'm sure they're willing to help. Career Boost Despite the fact that with Nanodegree looks pretty good on your resume anyway, Udacity also provides great support to help you build a successful career with newly acquired Android knowledge. They provide information and support for your app, review your resume and more. Project Capstone At the very end of the course, there is the so-called Capstone project, and it was the funniest part throughout the Nanodegree (as well as the greatest effort). You are given the task of freely implementing any application that you like, given some requirements, such as using at least three third-party libraries, follow the recommendations on the design of materials, provide a widget on the home screen and a few more. The final project consists of two parts. First, you have to submit a design application that includes the idea of the application, some layouts and details of how you plan to implement it. Once your project has been approved by Udacity mentors, you can start with Phase 2, the actual implementation. The quiz At the time I had a few coding interviews, so I came up with the idea to implement a multiplayer coding quiz game as a final project. Although it was probably a more comprehensive project than most others, I still wanted to do it, because it was an app that I really wanted to have for myself, not just for Nanodegree. I spent about two weeks almost full-time coding on this final project and finally came up with my app called The Quiz. It is implemented in pure Android (using Java) without any framework (such as a dagger) and uses Firebase google as a backend. More precisely, I used Firebase Authentication to manage users, Firestore as a database of real-time documents, FCM for notifications and and Firebase Cloud Functions as a platform without servers for back-side logic. If you're a developer who loves games like quiz, I'd like you to try the quiz! You can find it in the Play Store, and it has a few hundred questions for Android, C, C, HTML, Java, JavaScript, PHP, Python and Swift. Feel free to share your feedback with me ☺. Conclusion It was fun! I learned a lot during Nanodegree and I'm kind of sure calling myself an Android developer now. Most of the concepts were explained in great detail. For example, one of my favorite chapters was one about Gradle, where they explained exactly how Gradle works, how to write gradle's own tasks and how to apply it to Android. If you continue to motivate yourself to work through lessons and especially through the final project, it pays off. In addition, in addition to the precious programming knowledge, you will also recognize many interesting people from the community around the world. However, there are two things that I would like to criticize. First, Java is now fast becoming less popular for Android development, while Cotlin is considered the future. Many professional developers with whom I spoke claim that it doesn't make much sense today to still start a new Android project with Java instead of Kotlin, so I wish Nandogree was based on Kotlin in order to be even more future proof. In addition, de facto standard frames, such as a dagger, were not mentioned throughout the course, while (in my opinion) less useful things, such as a home screen widget, were pressed by Udacity. Maybe this will change in the new versions of the course. Secondly, as I mentioned earlier, the TODO tasks in the final drafts of each section were too specific and too fine-grained. Sometimes I found myself just stupid to do exactly what TODOs wanted me to do instead of capturing a higher-level picture and solving the design problems myself. That being said, I would recommend Udacity Nanodegree to anyone interested in becoming an Android developer. Have fun! EDIT: Feel free to challenge me in the quiz. My nickname is the same as here, dev.to. Links quiz on the Google Play Collection Nanodegree 2018 final projects Just over a year ago, I've never heard of Udacity and had zero experience with MOOCs. I was a relatively new developer, only having completed my thesis work a year earlier. I wanted to improve my skills both with the Android platform and as a software engineer in general. Then, at that as a live streaming Google I/O 2015 main I saw an ad about this stuff called Nanodegree program as a quality learning about Android development using a curriculum and courses developed in conjunction with Google. I was immediately intrigued. It seemed like a great opportunity to align my skill set and I signed up for a free trial in the same week. During this test I quickly finished the intro project and was well into the first real course. My initial reaction to the lessons was very positive. The material at the time was essentially a review for me, but I was able to appreciate the quality of the material and I enjoyed the mixed environments with which the materials were presented. The combinations of videos, slides, quizzes, reflections and projects certainly kept my attention and I was quick to spend most of my evening consuming stuff. It helped greatly that I was able to watch the video while outside my house, doing things like barbecue outside. This has helped to turn what is usually downtime into a time of further education and career advancement. There were, of course, some pain points along the way, but for the most part I was very pleased with the availability and convenience of course the materials. Android Nanodegree projects did not disappoint. In particular, I was satisfied with the breadth of topics under consideration; It really exposes students to a huge part of the Android platform including: Activities/FragmentsContentProviderMaterial Design Androdid Wear/Auto/tvPlay Servicesmuch more... Project reviews were surprisingly fast. I don't think I've ever waited longer than a day to get feedback on the project and most of the reviews came within hours. It was very helpful trying to fit projects into a busy schedule. If I had a complaint about reviews about projects, it was something I sometimes felt that my code could be criticized more carefully. I also admit, however, that I am not necessarily a target student (already had several years of experience with Android) and that it is very difficult to anonymously review the code, given that you can only know so much about the student's skill level and previous experience, let alone how open they may or may not be constructive criticism. Although I would sometimes prefer harsher criticism, I've always been pleased with the number of comments and explanations placed in code reviews. During the Nanodegree enrollment, the projects were regularly updated based on student feedback. A couple of times this was a bit confusing as the curriculum and/or requirements changed, but the changes seemed to be generally positive and everyone was focused on improving the student experience. I think the great thing about projects in general is that they're focused enough so hopefully won't be too overwhelming for those new to Android, but they also offer so many opportunities for the more experienced who want to try new things. While the basic concepts of each project have often been revised for I was still able to learn a lot from each lesson and project. Developers at all skill levels could benefit from the adoption of the core functionality of the project and its implementation/expansion. Android Developer Career SummitThere is not like I could talk about my experience with Android Nanodegree without discussing the Android Developer Career Summit. The career summit was mentioned during the i/O announcement and was definitely a motivating factor during the first half of my Nanodegree. Being able to visit Googleplex and meet with Nanodegree peers and Google engineers was too tempting for me not to go the extra mile and try to make my early designs stand out. (I ended up spending a lot of time on Project 2 trying to go beyond the requirements) Fortunately, I was selected as one in 50 Nanodegree students to take part in this unique event. Visiting the Android Statue Garden on Google during the Android Developer Career SummitI was particularly excited to be able to connect with Google engineers and feel their development processes, and see that they are dealing with the same problems that I do on a regular basis. Getting to spend time at Googleplex every day was a great way to motivate students during the hackathon (free stuff certainly doesn't hurt either). I was very pleasantly surprised when Sebastian Tran himself showed up to help judge the hackathon. He was probably the most excited in the building that day, and it was obviously a passion he had for Udacity's mission to empower students. I loved talking to all the other students in attendance. It was interesting to hear all the different stories about how students came to be on top. Participants came from different walks of life and I think this speaks to how the Nanodegree program can empower people in different careers/situations/life stages. Being able to stay in touch with some of these students was very exciting and motivating as they moved on to a new career/project/Nanodegrees.CapstoneStudents must complete the capstone project - incorporating everything they learned into the program - in order to successfully complete the program and earn their credentials. I may have been too ambitious about what I wanted to achieve with my final project, but I wanted to push myself to try something new. I decided to use the project as a way to try different development models and technologies such as MVP, injection addiction with Dagger2, JobScheduler, Animation and Firebase, all while learning Kotlin as a new language. Looking back, it was a lot and caused the project to drag on for months. I lost my motivation for a while (after bringing a new dog to my house) and was very busy during the holiday season. However, being so close to finishing, and 50% training stimulus, were there to be motivators to stay with the program and I ended up at about the 11-month mark. I would encourage fellow students to be ambitious about what their projects might end up being, but to have a very manageable minimum viable product that meets the requirements of the project. So there is still excitement for the project and the potential to release it, but less likely to get caught up in the creep function and high ambition. Career development ofCareer development is a key component of the Nanodegree experience. An excellent example of this is optional projects that specifically focus on improving the student's career portfolio. During the program, students are encouraged to watch lessons and full updates of their LinkedIn and GitHub profiles, as well as their resumes. Career counselors are available to assist and direct students, and students can customize their Udacity career profile to set themselves apart from the crowd, and present themselves successfully to potential employers. In addition to learning how to optimize their resumes and career profiles, job-seeking students build a career-appropriate portfolio during their Nanodegree. Being able to point out completed projects and discuss them in detail is a great tool during an interview. This gives employers specific examples of what a student is capable of and helps them to better assess a candidate. Some students were even hired after their Nanodegree without being interviewed. Personally, I took the opportunity to update my various profiles and portfolio, and recently started a new job with Udacity as an Android developer in the mobile team. Final thoughts and impressions For me, Udacity's Android Nanodegree program was a wonderful experience that is well worth the time, energy and money. Although I was already an Android developer, I was able to use Nanodegree material to improve both the breadth and depth of my knowledge of the Android platform. In one year I have worked about 10 different android projects; each presents new challenges and new opportunities for learning and growth. On many occasions I was able to immediately apply what I learned during a lesson course to my daily work as an Android developer. I can say with 100% certainty that I am a better developer today than I was a year ago, and the Nanodegree program had a lot to do with that. In addition to being a better developer, I now have a much more attractive resume and a stronger portfolio that will serve me well moving forward in my career. I think the nanodegree career services provided really set the program apart and really help students take the next step towards hacking into the field or making changes to their current position. In addition, with the nanodegree Plus program students job guarantee within 6 months of graduation or their money back. I love enthusiasm enthusiasm expert content, and the attitude of the company as a whole. All the participants, including Udacity and Google staff and every student I interacted with had a great passion for learning and education. It was this enthusiasm and passion that kept me engaged with the community of students and alumni that Udacity cultivated. Having this group of peers to interact with and be inspired feeds my desire for lifelong learning and provides many opportunities for sharing, helping and collaborating. I would of course recommend Udacity to anyone interested in learning new skills, align existing skills, or become more comprehensively potential employees. Android Developer NanodegreeBeginning Android App DevelopmentNanodegreesBonus the next steps for Android Nanodegreelumni aThe new associate Android Developer Certification is an excellent next step for those who have just completed Nanodegree. It should provide another great way to stand out as a capable Android developer. I will definitely go for this certification when it is available later this summer. Summer. is udacity android nanodegree worth it

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