

Android 235

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Anybody can start building simple apps for the Android platform, and this book will show you how! Recently updated to include Android Jelly Bean, Android Apps for Absolute Beginners, Second Edition takes you through the process of getting your first Android apps up and running using plain English and practical examples. This book cuts through the fog of jargon and mystery that surrounds Android apps development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your apps running as soon as possible This book is Android Jelly Bean compliant, but is backwards compatible to most of the previous Android releases.

Beginning Android 4 is an update to Beginning Android 3, originally written by Mark Murphy. It is your first step on the path to creating marketable apps for the burgeoning Android Market, Amazon's Android Appstore, and more. Google's Android operating-system has taken the industry by storm, going from its humble beginnings as a smartphone operating system to its current status as a platform for apps that run across a gamut of devices from phones to tablets to netbooks to televisions, and the list is sure to grow. Smart developers are not sitting idly by in the stands, but are jumping into the game of creating innovative and salable applications for this fast-growing, mobile- and consumer-device platform. If you're not in the game yet, now is your chance! Beginning Android 4 is fresh with details on the latest iteration of the Android platform. Begin at the beginning by installing the tools and compiling a skeleton app. Move through creating layouts, employing widgets, taking user input, and giving back results. Soon you'll be creating innovative applications involving multi-touch, multi-tasking, location-based feature sets using GPS. You'll be drawing data live from the Internet using web services and delighting your customers with life-enhancing apps. Not since the PC era first began has there been this much opportunity for the common developer. What are you waiting for? Grab your copy of Beginning Android 4 and get started!

Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.

The definitive guide to building data-driven Android applications for enterprise systems Android devices represent a rapidly growing share of the mobile device market. With the release of Android 4, they are moving beyond consumer applications into corporate/enterprise use. Developers who want to start building data-driven Android applications that integrate with enterprise systems will learn how with this book. In the tradition of Wrox Professional guides, it thoroughly covers sharing and displaying data, transmitting data to enterprise applications, and much more. Shows Android developers who are not familiar with database development how to design and build data-driven applications for Android devices and integrate them with existing enterprise systems Explores how to collect and store data using SQLite, share data using content providers, and display data using adapters Covers migrating data to enterprise using various methods and tools; transmitting data to the enterprise using web services: serializing, securing, and synchronizing data Shows how to take advantage of the built-in capabilities of the Android OS to integrate applications into enterprise class systems Enterprise Android prepares any Android developer to start creating data-intensive applications that today's businesses demand.

Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. Other key features of Android Studio 4.1 and the Android 11 SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

Provides information on using Android 3 to build and enhance mobile applications, covering such topics as creating user interfaces, using intents, databases, creating and controlling services, creating app widgets, playing audio and video, telephony, and using sensors. Original.

Covers All Android™ Smartphones and Tablets Running Android 4.4 (KitKat®) or 4.3 (Jelly Bean) Unlock the Power of Your Android™ Smartphone or Tablet Discover hundreds of tips and tricks you can use right away with your Android device to get more done, and have more fun. You'll learn how to use your Android smartphone or tablet as a powerful communication, organization, and productivity tool as well as a feature-packed entertainment device. You will dig deep into the settings and capabilities of both Android itself and the preinstalled apps, developing the knowledge and skills to exploit them to the fullest. Easy to understand and non-technical, Android Tips and Tricks is perfect for beginners—and for more experienced users ready to get more productive or move to newer devices. It covers all new and recent Android smartphones and tablets running Android 4.4 (KitKat®) or 4.3 (Jelly Bean)—with bonus coverage of today's top Android "skins": Samsung TouchWiz and HTC Sense. Here's just a sampling of what this book's tips, tricks, and strategies will help you do: • Connect to wireless and cellular networks, keyboards and Bluetooth devices, and even VPNs • Transform your device into a portable Wi-Fi hotspot, and share Internet connections via USB or Bluetooth • Secure Android with screen and SIM locks, location settings, and encryption • Sideload apps from any source and keep bad apps from loading • Take Gmail to pro level with signatures, vacation responders, labels, archiving, advanced search, and secure two-step verification • Manage multiple email accounts together: POP, IMAP, web mail, and Exchange • Get more out of your Google Chrome browser, and share bookmarks across all your devices • Chat via text, audio, or video on Google Hangouts—and customize it to work just the way you want • Enjoy your music everywhere, whether it's stored locally or in the cloud • Easily capture, edit, and share top-quality photos and videos • Transform your smartphone or tablet into a total social networking hub • Squeeze more battery life from any Android device Guy Hart-Davis is the co-author of My Samsung Galaxy Note 3 and My HTC One, and the author or lead author of nearly 100 computer books.

Get started in creating marketable apps for the burgeoning Android market. Begin your journey by learning the essentials of programming for phones and tables that are built around Google's wildly-successful Android platform. Beginning Android, Fifth Edition is fresh with details on the latest iteration of the Android 5 and earlier versions. Google's Android operating-system has taken the industry by storm, going from its humble beginnings as a smartphone operating system to its current status as a platform for apps that run across a gamut of devices from phones to tablets to netbooks to televisions, and the list is sure to grow. Smart developers are not sitting idly by in the stands, but are jumping into the game of creating innovative and salable applications for this fast-growing, mobile- and consumer-device platform. If you're not in the game yet, now is your chance! Begin at the beginning by installing the tools and compiling a skeleton app. Move through creating layouts, employing widgets, taking user input, and giving back results. Soon you'll be creating innovative applications involving multi-touch, multi-tasking, and more! You'll be drawing data live from the Internet using web services and delighting your customers with life-enhancing apps. Not since the PC era first began has there been this much opportunity for the common developer. What are you waiting for? Grab your copy of Beginning Android and get started!

Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

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