

Android Programming The Big Nerd Ranch Guide

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Android Programming

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by experts who have taught this mobile platform to hundreds of developers in large organizations and startups alike, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. Throughout the book, you'll build a Twitter-like application, adding new features with each chapter. You'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Become familiar with the Android platform and how it fits into the mobile ecosystem Dive into the Android stack, including its application framework and the APK application package Learn Android's building blocks: Activities, Intents, Services, Content Providers, and Broadcast Receivers Create basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application

Android Application Development All-in-One For Dummies

Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and

ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

The Joy of x

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

Android Programming

Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

Sams Teach Yourself Java in 21 Days (Covers Java 11/12)

Cocoa Programming for Mac OS X

“Delightful . . . easily digestible chapters include plenty of helpful examples and illustrations. You'll never forget the Pythagorean theorem again!”—Scientific American Many people take math in high school and promptly forget much of it. But math plays a part in all of our lives all of the time, whether we know it or not. In *The Joy of x*, Steven Strogatz expands on his hit New York Times series to explain the big ideas of math gently and clearly, with wit, insight, and brilliant illustrations. Whether he is illuminating how often you should flip your mattress to get the maximum lifespan from it, explaining just how Google searches the internet, or determining how many people you should date before settling down, Strogatz shows how math connects to every aspect of life. Discussing pop culture, medicine, law, philosophy, art, and business, Strogatz is the math teacher you wish you'd had. Whether you aced integral calculus or aren't sure what an integer is, you'll find profound wisdom and persistent delight in *The Joy of x*.

Learning Android

A must-have pedagogical resource from an expert Java educator As a Linux-based operating system designed for mobile devices, the Android OS allows programs to run on all Android devices and appear free in the Android Market. Whether you're a beginner programmer eager to create mobile applications or you're Android-savvy and looking to submit your apps to the Android Market, this compilation of eight minibooks takes you through the ins and outs of programming for Android phones. Java expert Barry Burd walks you through Android programming basics, shares techniques for developing great Android applications, reviews Android hardware, and much more. Uses the straightforward-but-fun For Dummies style to walk you through the ins and outs of programming for Android mobile devices Features eight minibooks that take you from novice Android user to confidently developing Android applications Addresses Android programming basics, the operating system, hardware, and security Details what it takes to develop amazing Android apps Covers the Eclipse environment and SQLite Start developing applications for the Android OS today with the expert advice in Android Application Development All-in-One For Dummies.

Android How to Program

Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

Head First Kotlin

"This book--a renamed new edition of Android Wireless Application Development, Volume II--is the definitive guide to advanced commercial-grade Android development, updated for the latest Android SDK. The book serves as a reference for the Android API."--

Kotlin Cookbook

From learning about the most sought-after design patterns to a comprehensive

coverage of architectural patterns and code testing, this book is all you need to write clean, reusable code

Key Features Write clean, reusable and maintainable code, and make the most of the latest Swift version. Analyze case studies of some of the popular open source projects and give your workflow a huge boost Choose patterns such as MVP, MVC, and MVVM depending on the application being built

Book Description Swift keeps gaining traction not only amongst Apple developers but also as a server-side language. This book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. You'll begin with a quick refresher on Swift, the compiler, the standard library, and the foundation, followed by the Cocoa design patterns - the ones at the core of many cocoa libraries - to follow up with the creational, structural, and behavioral patterns as defined by the GoF. You'll get acquainted with application architecture, as well as the most popular architectural design patterns, such as MVC and MVVM, and learn to use them in the context of Swift. In addition, you'll walk through dependency injection and functional reactive programming. Special emphasis will be given to techniques to handle concurrency, including callbacks, futures and promises, and reactive programming. These techniques will help you adopt a test-driven approach to your workflow in order to use Swift Package Manager and integrate the framework into the original code base, along with Unit and UI testing. By the end of the book, you'll be able to build applications that are scalable, faster, and easier to maintain. What you will learn

Work efficiently with Foundation and Swift Standard library Understand the most critical GoF patterns and use them efficiently Use Swift 4.2 and its unique capabilities (and limitations) to implement and improve GoF patterns Improve your application architecture and optimize for maintainability and performance Write efficient and clean concurrent programs using futures and promises, or reactive programming techniques Use Swift Package Manager to refactor your program into reusable components Leverage testing and other techniques for writing robust code

Who this book is for This book is for intermediate developers who want to apply design patterns with Swift to structure and scale their applications. You are expected to have basic knowledge of iOS and Swift.

Learn Kotlin Programming

An easy-to-follow tour of the Android mobile development platform helps readers create their own apps, giving them a working knowledge of the key concepts and APIs needed and helpful techniques for using the Android development tools to their fullest. Original.

Android Programming with Kotlin for Beginners

What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin uses a visually rich format to engage your mind rather

than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Kotlin for Android Developers

While there are several books on programming for Mac OS X, Advanced Mac OS X Programming: The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

Swift Programming

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

The Android Developer's Cookbook

The Django framework makes it easier than ever for Python programmers to create dynamic, database-driven websites. This text covers everything developers need to know to plan, write, deploy, secure, and administer world-class Django web sites.

Android Programming

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. This practical guide shows IT, devops, and system reliability managers how to prevent an application from becoming slow, inconsistent, or downright unavailable as it grows. Scaling isn't just about handling more users; it's also about managing risk and ensuring availability. Author Lee Atchison provides basic techniques for building applications that can handle huge quantities of traffic, data, and demand without affecting the quality your customers expect. In five parts, this book explores: Availability: learn techniques for building highly available applications, and for tracking and improving availability going forward Risk management: identify, mitigate, and manage risks in your application, test your recovery/disaster plans, and build out systems that contain fewer risks Services and microservices: understand the value of services for building complicated applications that need to operate at higher scale Scaling applications: assign services to specific teams, label the criticalness of each service, and devise failure scenarios and recovery plans Cloud services: understand the structure of cloud-based services, resource allocation, and service distribution

Professional Android 2 Application Development

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

Advanced Android Application Development

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

Android Programming for Beginners

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Hands-On Design Patterns with Swift

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin experience. Based on Big Nerd Ranch's popular Android Bootcamp, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps in Kotlin compatible with Android 5.0 (Lollipop) through Android 8.1 (Oreo) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions provided in the book have changed. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errata/4eAddendum.pdf>.

Advanced Mac OS X Programming

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more

advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

Kotlin Programming

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

Django Programming

Use Kotlin to build Android apps, web applications, and more—while you learn the nuances of this popular language. With this unique cookbook, developers will learn how to apply this Java-based language to their own projects. Both experienced programmers and those new to Kotlin will benefit from the practical recipes in this book. Author Ken Kousen (Modern Java Recipes) shows you how to solve problems with Kotlin by concentrating on your own use cases rather than on basic syntax. You provide the context and this book supplies the answers. Already big in Android development, Kotlin can be used anywhere Java is applied, as well as for iOS development, native applications, JavaScript generation, and more. Jump in and build meaningful projects with Kotlin today. Apply functional programming concepts, including lambdas, sequences, and concurrency See how to use delegates, late initialization, and scope functions Explore Java interoperability and access Java libraries using Kotlin Add your own extension functions Use helpful

libraries such as JUnit 5 Get practical advice for working with specific frameworks, like Android and Spring

Front-End Web Development

The Busy Coder's Guide to Advanced Android Development

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Exam Prep for: Android Programming The Big Nerd Ranch Guide

Build smart looking Kotlin apps with UI and functionality for the Android platform
Key Features Start your Android programming career, or just have fun publishing apps on Google Play marketplace The first-principle introduction to Kotlin through Android, to start building easy-to-use apps Learn by example and build four real-world apps and dozens of mini-apps Book Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learn Learn how Kotlin and Android work together Build a graphical drawing app using Object-Oriented Programming (OOP) principles Build beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardView Write Kotlin code to manage an apps' data using different strategies including JSON and the built-in Android SQLite database Add user interaction, data captures, sound, and animation

to your apps Implement dialog boxes to capture input from the user Build a simple database app that sorts and stores the user's data Who this book is for This book is for people who are new to Kotlin, Android and want to develop Android apps.It also acts as a refresher for those who have some experience in programming with Android and Kotlin.

Software Engineering at Google

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

Cocoa Programming for OS X

Delve into the world of Kotlin and learn to build powerful Android and web applications Key Features Learn the fundamentals of Kotlin to write high-quality code Test and debug your applications with the different unit testing frameworks in Kotlin Explore Kotlin's interesting features such as null safety, reflection, and annotations Book Description Kotlin is a general-purpose programming language used for developing cross-platform applications. Complete with a comprehensive introduction and projects covering the full set of Kotlin programming features, this book will take you through the fundamentals of Kotlin and get you up to speed in no time. Learn Kotlin Programming covers the installation, tools, and how to write basic programs in Kotlin. You'll learn how to implement object-oriented programming in Kotlin and easily reuse your program or parts of it. The book explains DSL construction, serialization, null safety aspects, and type parameterization to help you build robust apps. You'll learn how to destructure expressions and write your own. You'll then get to grips with building scalable apps by exploring advanced topics such as testing, concurrency, microservices, coroutines, and Kotlin DSL builders. Furthermore, you'll be introduced to the kotlinx.serialization framework, which is used to persist objects in JSON, Protobuf, and other formats. By the end of this book, you'll be well versed with all the new features in Kotlin and will be able to build robust applications skillfully. What you

will learn Explore the latest Kotlin features in order to write structured and readable object-oriented code Get to grips with using lambdas and higher-order functions Write unit tests and integrate Kotlin with Java code Create real-world apps in Kotlin in the microservices style Use Kotlin extensions with the Java collections library Uncover destructuring expressions and find out how to write your own Understand how Java-nullable code can be integrated with Kotlin features Who this book is for If you're a beginner or intermediate programmer who wants to learn Kotlin to build applications, this book is for you. You'll also find this book useful if you're a Java developer interested in switching to Kotlin.

iPhone Programming

Learn all the Java and Android skills you need to start making powerful mobile applications with practical and actionable steps Key Features Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build four real-world apps and dozens of mini-apps throughout the book Book Description Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that in order to learn Android, you must know Java. If so, then this book is for you. This new and expanded second edition of Android Programming for Beginners will be your companion to create Android Pie applications from scratch. We will introduce you to all the fundamental concepts of programming in an Android context, from the basics of Java to working with the Android API. All examples use the up-to-date API classes, and are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, draw to the screen with a finger, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. What you will learn Master the fundamentals of coding Java for Android Pie Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace Who this book is for This book is for you if you are completely new to Java, Android, or programming and want to make Android applications. This book also acts as a refresher for those who already have experience of using Java on Android to advance their knowledge and make fast progress through the early projects.

Professional Android

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you

will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Android Programming

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions , and a technologies overview . Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

Android Cookbook

Making Embedded Systems

Want to get started building applications for Android, the world's hottest, fast-growing mobile platform? Already building Android applications and want to get better at it? This book brings together all the expert guidance—and code—you'll need! Completely up-to-date to reflect the newest and most widely used Android SDKs, *The Android Developer's Cookbook* is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. Coverage includes: Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Turn to *The Android Developer's Cookbook* for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell!

Practical Android

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, *Android Programming for Beginners* is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. *Android Programming for Beginners* will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all

the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

The Secrets to App Success on Google Play (Second Edition)

Unleash the power of the Android OS and build the kinds of brilliant, innovative apps users love to use. If you already know your way around the Android OS and can build a simple Android app in under an hour, this book is for you. If you're itching to see just how far you can push it and discover what Android is really capable of, it's for you. And if you're ready to learn how to build advanced, intuitive, innovative apps that are a blast to use, this book is definitely for you. From custom views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, as an Android developer, Erik Hellman, delivers expert tips, tricks and little-known techniques for pushing the Android envelope so you can: Optimize your components for the smoothest user experience possible. Create your own custom Views. Push the boundaries of the Android SDK. Master Android Studio and Gradle. Make optimal use of the Android audio, video and graphics APIs. Program in Text-To-Speech and Speech Recognition. Make the most of the new Android maps and location API. Use Android connectivity technologies to communicate with remote devices. Perform background processing. Use Android cryptography APIs. Find and safely use hidden Android APIs. Cloud-enable your applications with Google Play Services. Distribute and sell your applications on Google Play Store. Learn how to unleash the power of Android and transform your apps from good to great in *Android Programming: Pushing the Limits*.

Head First Android Development

The comprehensive developer guide to the latest Android features and capabilities. *Professional Android, 4th Edition* shows developers how to leverage the latest features of Android to create robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to smart, efficient, effective Android development. Learn the best practices that get more out

of Android Understand the anatomy, lifecycle, and UI metaphor of Androidapps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Playservices

Grokking Algorithms

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Android Programming for Beginners

Kotlin Programming

Choose the best approach for your app and implement your solution quickly by leveraging complete projects. This book is a collection of practical projects that use advanced Android techniques and approaches, written by Android instructor Mark Wickham. Mark has taught a series of popular classes at Android development conferences since 2013 and Practical Android covers content from his most popular classes. Each chapter covers an important concept and provides you with a deep dive into the implementation. The book is an ideal resource for developers who have some development experience, but may not be Android or mobile development experts. Each chapter includes at least one complete project to show the reader how to implement the concepts. What You'll Learn Apply JSON in Android Work with connectivity, which covers all aspects of HTTP in Android Determine if your server is reachable Use lazy loading, a common pattern for most apps and which is not trivial to implement Take advantage of remote crashlogs to implement a solution for your apps so you know when they crash and can provide timely fixes Implement push messaging to take your app to the next level Develop with Android Audio, which provides complete coverage of all the Android audio APIs and synthesis engines Who This Book Is For Those with prior experience with using Android and have a strong Java background.

Architecting for Scale

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers

Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

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