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***Google has officially
announced Kotlin as a
supported language to write***

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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

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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

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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

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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

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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

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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

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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

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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.

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You could, however, take a first read to get a broad idea and then dive into practice. Learn the Java and Android skills you need to start developing powerful mobile applications with the help of

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***actionable steps Key
Features Kick-start your
Android programming career
or just have fun publishing
apps to the Google Play
marketplace Get a first
principles introduction to***

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***using Java and Android and
prepare to start building
your own apps from
scratch Learn by example by
building four real-world
apps and dozens of mini
apps*****Book Description Do**

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***you want to make a career
in programming but don't
know where to start? Do you
have a great idea for an app
but don't know how to make
it a reality? Or are you
worried that you'll have to***

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***learn Java programming to
become an Android
developer? Look no further!
This new and expanded third
edition of Android
Programming for Beginners
will be your guide to***

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creating Android applications from scratch. The book starts by introducing you to all the fundamental concepts of programming in an Android context, from the basics of

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***Java to working with the
Android API. You'll learn
with the help of examples
that use up-to-date API
classes and are created
within Android Studio, the
official Android development***

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***environment that helps
supercharge your mobile
application development
process. After a crash
course on the key
programming concepts,
you'll explore Android***

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programming and get to grips with creating applications with a professional-standard UI using fragments and storing user data with SQLite. This Android Java book also

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***shows you how you can
make your apps
multilingual, draw on the
screen with a finger, and
work with graphics, sound,
and animations. By the end
of this Android programming***

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book, you'll be ready to start building your own custom applications in Android and Java. What you will learn Understand the fundamentals of coding in Java for Android Install and

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***set up your Android
development
environmentBuild functional
user interfaces with the
Android Studio visual
designerAdd user
interaction, data captures,***

Online Library Android Developer Guide Free

***sound, and animation to
your appsManage your apps'
data using the built-in
Android SQLite
databaseExplore the design
patterns used by
professionals to build top-***

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grade applicationsBuild real-world Android applications that you can deploy to the Google Play marketplaceWho this book is for This Android book is for you if you are completely

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new to Java, Android, or programming and want to get started with Android app development. If you have experience of using Java on Android, this book will serve as a refresher to help you

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***advance your knowledge
and make progress through
the early projects covered in
the book.***

***Master the fundamentals of
Android programming and
apply your skills to create***

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***scalable and reliable apps
using industry best
practices Key Features Build
apps with Kotlin, Google's
preferred programming
language for Android
development Unlock***

Online Library Android Developer Guide Free

***solutions to development
challenges with guidance
from experienced Android
professionals*** Improve your
apps by adding valuable
features that make use of
advanced functionality **Book**

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Description Are you keen to get started building Android 11 apps, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help kick-start your

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Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started building Android projects.

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You'll learn how to create apps and run them on virtual devices through guided exercises.

Progressing through the chapters, you'll delve into Android's RecyclerView to

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***make the most of lists,
images, and maps, and see
how to fetch data from a
web service. Moving ahead,
you'll get to grips with
testing, learn how to keep
your architecture clean,***

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understand how to persist data, and gain basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll

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work on realistic projects that are split up into bitesize exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to

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create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the

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***skills and confidence to
build your own creative
Android applications using
Kotlin. What you will
learnCreate maintainable
and scalable apps using
KotlinUnderstand the***

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***Android development
lifecycleSimplify app
development with Google
architecture componentsUse
standard libraries for
dependency injection and
data parsingApply the***

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***repository pattern to
retrieve data from outside
sources Publish your app on
the Google Play store Who
this book is for If you want
to build your own Android
applications using Kotlin but***

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***are unsure of how to begin,
then this book is for you. To
easily grasp the concepts in
this book, it is
recommended that you
already have a basic
understanding of Kotlin, or***

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experience in a similar programming language and a willingness to brush up on Kotlin before you start. Each book aims to teach an important technology or programming language and

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is designed to take a person from being a novice to a professional by including the most essential information and explaining step by step how to put together real-world projects.

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***Android Application
Development
Android Programming with
Kotlin for Beginners
Programming Kotlin
The Beginner's Guide to
Android Game Development***

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***Programming Android
Build in-depth, full-featured
Android apps starting from
zero programming
experience, 3rd Edition***

*The comprehensive developer
guide to the latest Android*

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*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*

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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

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*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*

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development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android

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*framework and Google Play
services*

Practical Software

*Architecture Solutions from
the Legendary Robert C.*

Martin ("Uncle Bob") By

*applying universal rules of
software architecture, you*

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*can dramatically improve
developer productivity
throughout the life of any
software system. Now,
building upon the success of
his best-selling books Clean
Code and The Clean Coder,
legendary software craftsman*

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Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of

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every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for

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*the real challenges you'll
face—the ones that will make
or break your projects.*

*Learn what software
architects need to
achieve—and core disciplines
and practices for achieving
it Master essential software*

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*design principles for
addressing function,
component separation, and
data management See how
programming paradigms impose
discipline by restricting
what developers can do
Understand what's critically*

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*important and what's merely
a "detail" Implement
optimal, high-level
structures for web,
database, thick-client,
console, and embedded
applications Define
appropriate boundaries and*

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*layers, and organize
components and services See
why designs and
architectures go wrong, and
how to prevent (or fix)
these failures Clean
Architecture is essential
reading for every current or*

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*aspiring software architect,
systems analyst, system
designer, and software
manager—and for every
programmer who must execute
someone else's designs.
Register your product for
convenient access to*

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downloads, updates, and/or corrections as they become available.

Integrate Google Maps with your Android application to offer feature-rich and interactive maps About This Book Set up the development

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*environment and obtain the
Google API key to create
your first map application
Create a cutting edge Google
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implementing all the
concepts learned A step-by-
step tutorial guide that is*

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*full of pragmatic examples
Who This Book Is For If you
are an Android developer and
want to integrate maps into
your application, then this
book is definitely for you.
This book is intended for
novice Android application*

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developers who would like to get up and running with map rich applications using Google Maps. Some basic development experience would be helpful but it's not a mandate. What You Will Learn Get to know about the basic

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*development environment
setup needed to create a
successful map application
Generate an SHA1
fingerprint, obtain an API
key, and create a basic map
application Detect different
types of maps and implement*

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*them in your application Add
information to your map such
as markers, overlays,
information windows, and
shapes Explore the
interaction with maps and
work with gestures Change
the different camera views*

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*in your map application Work
with real-time GPS location
data and implementing it in
your application Apply
Street View and integrate
the StreetViewPanorama
fragment to your application
Employ the native Google*

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*maps application to solve
some of the tasks using
intents Create a cutting
edge Google maps application
by implementing all the
concepts learned In Detail
This book helps you to
overcome the most common*

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problems faced by users and helps you create a successful map application without any hassle. The book starts with a brief description of how to set up an environment and obtain an API key to create your map

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application. This book will teach you about adding markers, overlays, and information windows to the map in detail. You will then dive deep into customizing various types of maps and working with location data

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and Google Street view. By the end of this book, you will be able to create succinct map applications in Android using Google maps efficiently. Style and approach The book is tailored for the reader with

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*a fundamental approach to
Android Google Maps
providing a step-by-step
introduction to Android
Google Maps. It focuses on
simple, easy-to-understand
examples that are pragmatic
and serve as useful basis*

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*for real-world applications.
Different topics are
approached in a bottom-up
fashion, gradually going
from the simplest
foundations to the most
advanced features.*

"Get the Java skills you

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*will need to start
developing Android apps
apps"--Cover.*

*Learn Kotlin the Easy Way
While Developing an Android
App*

*Learn Java for Android
Development*

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Android Programming

Head First Android

Development

Beginning Android

Programming with Android

Studio

Building Android Apps with

HTML, CSS, and JavaScript

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Learn to Program Android
Apps - in Only a Day!
Android: Programming
Guide: Android App
Development - Learn in a
Day teaches you everything
you need to become an

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Android App Developer from scratch. It explains how you can get started by installing Android Studio and learning to use the Android SDK Manager. Can you really create an app in just a day?

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Yes, you can! With *Android: Programming Guide: Android App Development - Learn in a Day*, you'll learn to create "OMG Android."
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many beginners create when learning new computer languages. Soon, you'll have your very own app that greets you by name! Can you create an app and try it out on your personal

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Learn to run your app on
emulators and devices, and
how to put personal touches
on your app. You'll learn
how to update your apps
with the Android SDK

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Android Game Development Made Easy. If you've always wanted to make Android games but didn't know

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where to start, this book is for you. Whether you are an absolute beginner with no programming experience or an experienced Java developer wanting to get started with game

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development, this comprehensive book will help you accomplish your goals and teach you how to build your own games from scratch-no game engines needed. In this beginner-

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friendly guide, you will find focused, step-by-step approaches designed to help you learn and practice one fundamental concept at a time. You will study Java and write object-oriented

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applications. You will experiment with the building blocks of Android and create fun, interactive 2D games with touch controls. You will even learn how to integrate social features such as a

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global leaderboard and publish your game to be shared with the billion Android users across the world. This book provides access to an extensive library of sample Java and

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Android game projects via its companion website so that you can continue learning on your own and grow as a game programmer. With this up-to-date guide in your hand, you

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will be able to successfully navigate common pitfalls and get up and running with your own projects in no time. Tested on Android Lollipop. All the code in the book has been tested on the

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Android Lollipop SDK (5.0), and is available under the open source MIT license at the book's companion site.

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Chapter 10: Releasing Your
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Continuing the Journey

This practical book provides
the concepts and code you

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need to develop software with Android, the open-source platform for cell phones and mobile devices that's generating enthusiasm across the industry. Based on the Linux

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operating system and developed by Google and the Open Handset Alliance, Android has the potential to unite a fragmented mobile market. Android Application Development introduces this

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programming environment, and offers you a complete working example that demonstrates Android architectural features and APIs. With this book, you will: Get a complete

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introduction to the Android programming environment, architecture, and tools Build a modular application, beginning with a core module that serves to launch modules added in

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subsequent chapters Learn
the concepts and
architecture of a specific
feature set, including views,
maps, location-based
services, persistent data
storage, 2D and 3D

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graphics, media services,
telephony services, and
messaging Use ready-to-run
example code that
implements each feature
Delve into advanced topics,
such as security, custom

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views, performance analysis, and internationalization The book is a natural complement to the existing Android documentation provided by Google. Whether you want to

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develop a commercial application for mobile devices, or just want to create a mobile mashup for personal use, Android Application Development demonstrates how you can

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design, build, and test applications for the new mobile market.

There are many Android programming guides that give you the basics. This book goes beyond simple

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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

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complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this

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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

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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

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Coder's Guide to Android
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Scripting Languages
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Development

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Application Development

Professional Android

Learn Android Studio

Clean Architecture

Build smart looking Kotlin

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apps with UI and
functionality for the
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Features Start your Android
programming career, or just
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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

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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

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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

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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

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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,

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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

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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

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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,

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practical layouts using
ScrollView, RecyclerView,
NavigationView, ViewPager
and CardViewWrite Kotlin
code to manage an apps' data
using different strategies
including JSON and the built-
in Android SQLite

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databaseAdd user
interaction, data captures,
sound, and animation to your
appsImplement dialog boxes
to capture input from the
userBuild a simple database
app that sorts and stores
the user's dataWho this book

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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.

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This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the

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required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with

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practical examples.
Screenshots and code
snippets are clearly given
in the book to guide the
reader. After the Java
lecture, 7 complete Android
apps are developed again by
step by step instructions.

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Each code line is explained.
As the reader follows the
development of the example
apps, he/she will learn
designing user interfaces,
connecting interface objects
to code, developing
efficient Java code and

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testing the app on emulators and real devices. The last chapter explains the installation of the Unity game engine, developing a simple 2D platform game in Unity, setting up touch controls for Android

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environment and exporting the game as a standalone .apk file ready to be installed on Android devices. Sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app

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development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random

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number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor,

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setting required
permissions, extracting the
direction angle and
animating a compass figure.
5. Show my location app:
Creating a map project,
setting required
permissions, accessing GPS

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device and showing real time location on the map. 6.

S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. 7. Development of a 2D platform game:

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Installing Unity game engine, developing the visual part of the game, implementing the game logic in the code, setting up touch controls and exporting the game as a standalone .apk file. This book

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includes 237 figures and 130 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be downloaded from the book's companion website:

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www.yamaclis.com/android.
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

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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

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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

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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

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Mastering Android App
Programming

Build Android Apps Quickly
and Effectively

A Practical Approach for
Beginners

Java + Android Edition for
Beginners

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The Big Nerd Ranch Guide

***Android Crash Course: Step
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Android App***

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Android Programming? Need
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***an app quick and easy?How
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Wizards gives you a walk
through from building***

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***android apps to running
them to finally testing
them!And don't worry PG
Wizards walks you through
publishing the App as
well!You will get all your
basic information as well for***

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to learn Android
programming quickly and
efficiently!Purchase now and***

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Course***

***Android Programming: The
Big Nerd Ranch Guide is an
introductory Android book
for programmers with Java
experience. Based on Big***

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***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***

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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

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***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***

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***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***

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***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***

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***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***

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***the instructions we provide
in the book are no longer
correct. You can find an
addendum addressing
breaking changes at: [https://
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droidCourseResources/raw/](https://github.com/bignerdranch/AndroidCourseResources/raw/)***

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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

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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

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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

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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

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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

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***"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***

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***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***

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will have you up and running with the ins and outs of the Android platform in no time. What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated

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edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything

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from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an

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***experienced Android
developer sitting right next
to you! If you have some
Kotlin know-how, you're
ready to get started. Why
does this book look so
different? Based on the***

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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

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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

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Developers

***Android App Development in
Android Studio***

***Android: App Development &
Programming Guide: Learn
In A Day!***

Learn Android App

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Development A Brain-Friendly Guide

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android

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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

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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

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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

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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

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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
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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

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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

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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

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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

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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

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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

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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

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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

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apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

Programmers don't just use Kotlin, they love it. Even Google has adopted it as a first-class language

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for Android development. With Kotlin, you can intermix imperative, functional, and object-oriented styles of programming and benefit from the approach that's most suitable for the problem at hand. Learn to use the many features of

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this highly concise, fluent, elegant, and expressive statically typed language with easy-to-understand examples. Learn to write easy-to-maintain, high-performing JVM and Android applications, create DSLs, program asynchrony, and much

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more. Kotlin is a highly concise, elegant, fluent, and expressive statically typed multi-paradigm language. It is one of the few languages that compiles down to both Java bytecode and JavaScript. You can use it to build server-side,

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front-end, and Android applications. With Kotlin, you need less code to accomplish your tasks, while keeping the code type-safe and less prone to error. If you want to learn the essentials of Kotlin, from the fundamentals to more

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advanced concepts, you've picked the right book. Fire up your favorite IDE and practice hundreds of examples and exercises to sharpen your Kotlin skills. Learn to build standalone small programs to run as scripts, create type safe code,

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and then carry that knowledge forward to create fully object-oriented and functional style code that's easier to extend. Learn how to program with elegance but without compromising efficiency or performance, and how to use

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metaprogramming to build highly expressive code and create internal DSLs that exploit the fluency of the language. Explore coroutines, program asynchrony, run automated tests, and intermix Kotlin with Java in your enterprise

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applications. This book will help you master one of the few languages that you can use for the entire full stack - from the server to mobile devices - to create performant, concise, and easy to maintain applications. What You Need: To

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try out the examples in the book you'll need a computer with Kotlin SDK, JDK, and a text editor or a Kotlin IDE installed in it.

Presents instructions for creating Android applications for mobile devices using Java.

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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

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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

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views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, ace Android developer, Erik Hellman, delivers expert tips, tricks and little-

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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

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Gradle Make optimal use of the
Android audio, video and
graphics APIs Program in Text-To-
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Make the most of the new Android
maps and location API Use Android
connectivity technologies to

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communicate with remote devices
Perform background processing
Use Android cryptography APIs
Find and safely use hidden Android
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applications on Google Play Store
Learn how to unleash the power of
Android and transform your apps
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Android App Development For
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A Craftsman's Guide to Software
Structure and Design

Learning Android Application
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ANDROID A PROGRAMMERS GUIDE

Master the Android mobile development platform Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-source

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software development platform. Android: A Programmer's Guide shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to

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provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite.

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Install and configure Java, Eclipse, and Android plugin Create Android projects from the Eclipse UI or command line Integrate web content, images, galleries, and sounds Deploy menus, progress bars, and auto-complete functions

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Trigger actions using Android
Intents, Filters, and Receivers
Implement GPS, Google Maps,
Google Earth, and GTalk Build
interactive SQLite databases,
calendars, and notepads Test
applications using the Android

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Emulator and Debug Bridge

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

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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

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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

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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

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really works.

Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book
Leverage specific features of Kotlin

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to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real

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world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of

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experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing

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Android Java based project Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions,

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new behaviours to existing libraries
and Android framework classes
Use generic type variance modifiers
to define subtyping relationship
between generic types Build a
sample application In Detail
Nowadays, improved application

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development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and

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effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits,

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improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement.

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The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of

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Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that

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are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important

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Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

The official book on the Rust programming language, written by the Rust development team at the

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Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust

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offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of *The Rust Programming Language*,

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members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics

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like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe

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programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and

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manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete

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projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and

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appendixes on Rust development tools and editions.

Beginner's Guide to Android App Development

The Complete Idiot's Guide to Android App Development

The Rust Programming Language

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(Covers Rust 2018)

Build Android apps starting from
zero programming experience with
the new Kotlin programming
language

Head First Kotlin

Android Programming for

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Beginners

If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web

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standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and

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**then convert it to a native
Android app with the free
PhoneGap framework. Discover
why device-agnostic mobile
apps are the wave of the
future, and start building
apps that offer greater
flexibility and a broader**

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making a web page look great
on the Android web browser
Convert a website into a web
application, complete with
progress indicators and more
Add animation with jQTouch
to make your web app look**

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**and feel like a native
Android app Take advantage
of client-side data storage
with apps that run even when
the Android device is
offline Use PhoneGap to hook
into advanced Android
features -- including the**

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**accelerometer, geolocation,
and alerts Test and debug
your app on the Web under
load with real users, and
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**multitouch gestures,
location awareness, and
device features.**

**Learn Android App
Development is a hands-on
tutorial and useful
reference. You'll quickly
get up to speed and master**

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**the Android SDK and the Java
that you need for your
Android Apps. The Android
SDK offers powerful
features, and this book is
the fastest path to
mastering them—and the rest
of the Android SDK—for**

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programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches

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both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your

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code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and

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other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book,

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you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

"A must read for all developers that want to begin serious Android development." –Justin

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Anderson, Freelance Android Developer “From start to finish, this book contains a variety of great tips and insight into the most important attributes of Android design. This book will definitely be required

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**reading for any of our
future Android engineers.”
–Cameron Banga, Cofounder,
9magnets, LLC There’s a
downside to Android’s
amazing openness and
versatility: it’s easy for
developers to write code**

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**that's inefficient,
unreliable, insecure, or
hard to maintain. In Android
Development Patterns ,
enterprise Android developer
Phil Dutson helps you
leverage Android 5.0+'s
amazing power without**

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**falling victim to those
pitfalls. Dutson presents
today's most comprehensive
set of patterns and
procedures for building
optimized, robust apps with
Android 5.0+. First, Dutson
guides you through**

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establishing a highly efficient development environment and workflow, and testing your app to ensure that your code works just as you expect. Then, he walks through the modern best practices for

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**structuring apps, using
widgets and components, and
working with views. You
learn how to build apps that
are easy to manage and
update, deliver accurate and
up-to-date information
without wasting precious**

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battery power, and take advantage of new hardware, such as Android Wear and Android TV. Dutson concludes by presenting powerful strategies for optimizing your apps and packaging them for distribution. Coverage

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**includes Using testing to
build more trustworthy,
dependable, maintainable
apps Understanding subtle
but critical differences
between Android and
traditional Java programming
Building consistent, modern**

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**user interfaces with views
and layouts Leveraging the
proven MVC pattern to
cleanly organize logic
Creating rich visual
experiences with 3D
graphics, animation, and
media Simplifying capture**

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**and use of location data
with the new Locations API
Integrating optional
hardware, such as Bluetooth,
NFC, or USB Building better
apps with Google Play
Services Creating Android
Wear notifications and apps**

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**Tuning and improving apps
with Google Analytics
Designing Android TV apps
for the “ten foot view”
informit.com/aw <https://github.com/dutsonpa/adp-files>
Android Crash Course
A hands-on guide to**

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**developing, testing, and
publishing your first apps
with Android**

**The Complete Android Guide
Android Application**

Development For Dummies

**How to Build Android Apps
with Kotlin**

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Android Development Patterns

Learn Android Studio covers
Android Studio and its rich tools
ecosystem, including Git and
Gradle: this book covers how
Android Studio works seamlessly
with Git, for source control, and

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Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are

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available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs'

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code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use

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for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android

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Studio release, version 1.2.

This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with

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the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given

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with practical examples.

Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions. Each code line is

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explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The

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sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and

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displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The

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compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required

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permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114

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code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: www.android-java.website.

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Build Android N applications using modern techniques and libraries to get your own high-quality apps published on Google Play in no time About This Book Get started with Android development, from the installation of required tools to

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publishing to the market Make your applications Android N ready—Android has evolved quite a lot since the very beginning and so has their Software Development Kit—so get up to speed Save time and improve the quality of your

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applications with widely used open source libraries and dependency management Who This Book Is For Want to get started with Android development? Start here. What You Will Learn Get to know how to use popular open source libraries to

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reduce time to market and avoid re-inventing the wheel Automate your application's testing phase to avoid last minute crashes Use dependency management to properly keep dependencies and updates under control Efficiently

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show huge amounts of items in a list Forget about memory and speed concerns Publish and monetize your Android applications on Google Play Persist your application data so it can continue working in offline mode Don't let the

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UX break because of network issues In Detail The mobile app market is huge. But where do you start? And how you can deliver something that takes Google Play by storm? This guide is the perfect route into Android app development

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- while it's easy for new apps to sink without a trace, we'll give you the best chance of success with practical and actionable guidance that will unlock your creativity and help you put the principles of Android development into practice.

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From the fundamentals and getting your project started to publishing your app to a huge market of potential customers, follow this guide to become a confident, creative and reliable mobile developer. Get to grips with new

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components in Android 7 such as RecyclerView, and find out how to take advantage of automated testing, and, of course, much, much more. What are you waiting for? There's never been a better time - or a better way - to get into Android

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app development. Style and approach More than just a manual, this is an accessible route into Android development. Packed with examples that demonstrate how to put key concepts and ideas into practice, this guide isn't just about

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learning, it's about immediate development.

An operating manual for the hottest mobile operating system. The Complete Idiot's Guide® to Android App Development gets novice developers up and running quickly

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on creating their very own mobile applications, with step-by-step instruction on everything they need to design, develop, test, and publish their fully-featured apps. The Android operating system is now the largest mobile platform in

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the U.S., and there are now more than 90,000 apps available.

Android is completely open and free to all developers. Topics covered include: ? Designing effective and easy-to-navigate user interfaces for apps. ? Adding audio

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and video support to apps. ?
Making the most of Android's
hardware, including GPS, social
media, built-in camera, and voice
integration. ? Publishing application
to the Android market.
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experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by

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one of Google's lead
Android developer
advocates, this practical
book walks you through a
series of hands-on
projects that illustrate
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Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows

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experienced developers how
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applications for Android
smartphones and tablets
Revised and expanded to
cover all the Android SDK
releases including Android

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4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments,

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the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new

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communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user

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experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a

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**basis for developing your
own Android apps.**