

Learn Java For Android Development

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fully updated for android studio 4.2 the goal of this book is to teach the skills necessary to develop android based applications using the java programming language beginning with the basics this book provides an outline of the steps necessary to set up an android development and

testing environment an overview of android studio is included covering areas such as tool windows the code editor and the layout editor tool an introduction to the architecture of android is followed by an in depth look at the design of android applications and user interfaces using the android studio environment chapters are also included covering the android architecture components including view models lifecycle management room database access the database inspector app navigation live data and data binding more advanced topics such as intents are also covered as are touch screen handling gesture recognition and the recording and playback of audio this edition of the book also covers printing transitions cloud based file storage and foldable device support the concepts of material design are also covered in detail including the use of floating action buttons snackbars tabbed interfaces card views navigation drawers and collapsing toolbars other key features of android studio 4 2 and android are also covered in detail including the layout editor the constraintlayout and constraintset classes motionlayout editor view binding constraint chains barriers and direct reply notifications chapters also cover advanced features of android studio such as app links dynamic delivery the android studio profiler gradle build configuration and submitting apps to the google play developer console assuming you already have some programming experience are ready to download android studio and the android sdk have access to a windows mac or linux system and ideas for some apps to develop you are ready to get started

fully updated for android studio 3 6 android 10 q android jetpack and the modern architectural guidelines and components the goal of this book is to teach the skills necessary to develop android based applications using the java programming language an overview of android studio is included covering areas such as tool windows the code editor and the layout editor tool an introduction to the architecture of android is followed by an in depth look at the design of android applications and user interfaces using the android studio environment chapters are also included covering the android architecture components including view models lifecycle management room databases app navigation live data and data binding more advanced topics such as intents are also covered as are touch screen handling gesture recognition and the playback and recording of audio this edition of the book also covers printing transitions cloud based file storage and foldable device support the concepts of material design are also covered in detail including the use of floating action buttons snackbars tabbed interfaces card views navigation drawers and collapsing toolbars in addition to covering general android development techniques the book also includes google play specific topics such as implementing maps using the google maps android api and submitting apps to the google play developer console other key features of android studio 3 6 and android 10 are also covered in detail including the layout editor the constraintlayout and constraintset classes constraint chains barriers direct reply notifications view bindings and multi window support chapters also cover advanced features of android studio such as app links dynamic feature modules the android studio profiler and gradle build configuration assuming you already have some programming experience are ready to download android studio and the android sdk have access to a windows mac or linux system and ideas for some apps to develop you are ready to get started

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 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 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 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 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 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 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 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 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 android java website

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this book fully updated for android studio otter teaches you how to develop android based applications using java beginning with the basics the book outlines how to set up an android development and testing environment followed by an overview of tool windows the code editor and the layout editor an introduction to android architecture is followed by an in depth look at android application and user interface design using

android studio chapters also cover the android architecture components including view models lifecycle management room database access content providers the database inspector app navigation live data and data binding topics such as intents touchscreen handling gesture recognition and ai integration into android apps are also included the concepts of material design are also covered in detail including floating action buttons snackbars tabbed interfaces card views and collapsing toolbars other key features of android studio and android are also covered in detail including the layout editor the constraintlayout and constraintset classes view binding constraint chains barriers and direct reply notifications chapters also cover advanced android studio features such as gradle build configuration in app billing and submitting apps to the google play developer console assuming you already have some java programming experience are ready to download android studio and the android sdk have access to a windows mac or linux system and have ideas for some apps to develop you are ready to get started

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