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of android applications and user interfaces using the android studio environment more advanced topics such as database management content providers and intents are also covered as are touch screen handling gesture recognition camera access and the playback and recording of both video and audio this edition of the book also covers printing transitions and cloud based file storage 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 in app billing and submitting apps to the google play developer console the key new features of android studio and android 7 are also covered in detail including the new layout editor the constraintlayout and constraintset classes constraint chains direct reply notifications firebase remote notifications and multi window support chapters also cover advanced features of android studio such as gradle build configuration and the implementation of build variants to target multiple android device types from a single project code base 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 ideas for some apps to develop you are ready to get started

fully updated for android studio 4 1 android 11 r android jetpack and the modern architectural guidelines and components the goal of this book is to teach the skills necessary to develop android based applications using the 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 4 1 and android 11 are also covered in detail including the layout editor the constraintlayout and constraintset classes constraint chains motionlayout animation 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

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printing transitions and cloud based file storage 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 and android 8 are also covered in detail including the layout editor the constraintlayout and constraintset classes constraint chains and barriers direct reply notifications and multi window support chapters also cover advanced features of android studio such as app links instant apps 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

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the goal of this book is to teach the skills necessary to develop android based applications using the android studio integrated development environment ide and the android 5 0 software development kit sdk 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 designer 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 more advanced topics such as database management content providers and intents are also covered as are touch screen handling gesture recognition camera access and the playback and recording of both video and audio this edition of the book also covers printing transitions and cloud based file storage 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 in app billing and submitting apps to the google play developer console chapters also cover advanced features of android studio such as gradle build configuration and the implementation of build variants to target multiple android device types from a single project code base 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 ideas for some apps to develop you are ready to get started

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