

# The Busy Coder's Guide To Android Development

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fully updated for android studio 3 0 and android 8 the goal of this book is to teach the skills necessary to develop android based applications using the android studio integrated development environment ide the android 8 software development kit sdk and the kotlin programming language beginning with the basics this book provides an outline of the steps necessary to set up an android development and testing environment followed by an introduction to programming in kotlin including data types flow control functions lambdas and object oriented programming an overview of android studio is included covering areas such as tool windows the code editor and the layout editor tool an introduction to the architecture of android is followed by an in depth look at the design of android applications and user interfaces using the android studio environment 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 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 `ConstraintChains` 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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in this book we take you on a fun hands on and pragmatic journey to learning android application development using kotlin you ll start building your first android app from scratch within minutes every section is written in a bite sized manner and straight to the point as i don t want to waste your time and most certainly mine on the content you don t need in the end you will have the skills to create an app and submit it to the app store in the course of this book we will cover chapter 1 introduction bmi calculator app chapter 2 quotes app using recyclerview chapter 3 to do list app using recyclerview shared preferences chapter 4 to do list with realm chapter 5 connecting to an api cryptocurrency price tracker chapter 6 connecting to github api search github users app chapter 7 face detection d104 recognition with ml kit chapter 8 publishing our app on appstore the goal of this book is to teach you android development in a manageable way without overwhelming you we focus only on the essentials and cover the material in a hands on practice manner for you to code along requirements no previous knowledge of android development or kotlin required but you should have basic programming knowledge we will learn how to make android apps while at the

same time learning the kotlin programming language

this concise reference book for android studio 3 presents the essential android studio functions in a well organized format that can be used as a handy reference it will quickly demonstrate the usage of the android studio ide to build an android mobile app step by step you won t find any technical jargon bloated samples drawn out history lessons or witty stories in this book what you will find is a reference that is concise to the point and highly accessible the android studio ide quick reference is packed with useful information and is a must have for any mobile or android app developer or programmer what you will learn discover the workflow basics in android studio 3 make tasks efficient with keyboard shortcuts carry out unit testing in android studio 3 use time saving techniques such as templates master debugging basics configure your project using gradle use the profiler to monitor app performance who this book is for those who already know how to build applications in android using java this book will serve as a handy and quick reference on how to get things done in android studio 3

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cases with detailed screens the most common mobile topics are discussed including user interfaces managing data and networking with remote services as you move through the book you'll create android apps with rich ui components to handle common crud operations locally and remotely there are many android goodies described in the book instead of relying on routine text descriptions you'll discover the uniqueness of android and appreciate the many features that are unique to the platform this book also explores more powerful mobile ux patterns that are commonly used on the ios and android platforms when you finish reading migrating to android for ios developers you'll be an android developer as well as an ios developer and you will be fully convinced you can do everything in android that you can do in ios

android is the most popular mobile platform today and this book is a gentle introduction to android application development you will learn how to create applications and use the android apis in the examples that accompany this book

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

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