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conquer the world of android app development android has taken over the mobile and tv markets and become unstoppable android offers a vast stage for developers to serve millions and rake in the profits with diverse and wide ranging app ideas whether you re a raw recruit or a veteran programmer you can get in on the action and become a master of the android programming universe with the new edition of android application development for dummies all in one in addition to receiving guidance on mobile and tv development you ll find overviews of native code watch car android wear and other device development this friendly easy to follow book kicks off by offering a fundamental understanding of android s major technical ideas including functional programming techniques it moves on to show you how to work effectively in studio program cool new features and test your app to make sure it s ready to release to a waiting world you ll also have an opportunity to brush up on your kotlin and develop your marketing savvy there are millions of potential customers out there and you want to stand out from the crowd understand new features and enhancements get development best practices know your android hardware access online materials with a market share like android s the stakes couldn t be higher android application development for dummies all in one levels the field and gives you the tools you need to take on the world

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 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 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 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 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 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 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 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 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 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 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 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 kotlin features and how they can be used you will be ready to start your own adventure with android development with kotlin

a hands on guide to android programming with spring mvc spring boot and spring security key featuresbuild native android applications with spring for androidexplore reactive programming concurrency and multithreading paradigms for building fast and efficient applicationswrite more expressive and robust code with kotlin using its coroutines and other latest featuresbook description as the new official language for android kotlin is attracting new as well as existing android developers as most developers are still working with java and want to switch to kotlin they find a combination of these two appealing this book addresses this interest by bringing together spring a widely used java se framework for building enterprise grade applications and kotlin learn spring for android application development will guide you in leveraging some of the powerful modules of the spring framework to build lightweight and robust android apps using kotlin you will work with various modules such as spring aop dependency injection and inversion of control to develop applications with better dependency management you ll also explore other modules of the spring framework such as spring mvc spring boot and spring security each chapter has practice exercises at the end for you to assess your learning by the end of the book you will be fully equipped to develop android applications with spring technologies what you will learnget to grips with the basics of the spring frameworkwrite web applications using the spring framework with kotlindevelop android apps with kotlinconnect a restful web service with your app using retrofitunderstand jdbc jpa mysql for spring and sqlite room for androidexplore spring security fundamentals basic authentication and oauth2delve into concurrency and reactive programming using kotlindevelop testable applications with spring and androidwho this book is for if you re an aspiring android developer or an existing developer who wants to learn how to use spring to build robust android applications in kotlin this book is for you though not necessary basic knowledge of spring will assist with understanding key concepts covered in this book

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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 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 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

get the java skills you will need to start developing android apps apps cover

get started as a mobile app developer and learn the art and science of android app development with no assumed knowledge about programming languages or android required you will gain the key skills for constructing fully functional android apps for smartphones tablets and other devices you will also build a solid foundation in the java programming language and the business of creating and releasing software for android along the way you ll get comfortable with android studio the best way to write modern android apps before diving into your first android code the author spends plenty of time explaining how to build a robust ui with widgets menus layouts and the activity bar these components will be the basis of your android apps and so are covered in depth having grasped the basics you ll move onto what will make your app stand out sound music images and animations taking these elements and combining them with sensors and device location will take your apps to the next level the final part of the book covers files and databases essential sources of information for users and your app in addition you ll see how to protect your users and their data with permissions and security what you will learn get started with android and build your first apps with it install and use the android studio ide set up and manage the app development life cycle master the basics of java and xml required to create android apps discover the strengths and features of the android apis and device capabilities who this book is for total beginners who have little or no exposure to software development this book is also useful for developers who are completely new to android

develop the next killer android app using java programming android is everywhere it runs more than half the smartphones in the u s and java makes it go if you want to cash in on its popularity by learning to build android apps with java all the easy to follow guidance you need to get started is at your fingertips inside you ll learn the basics of java and grasp how it works with android then you ll go on to create your first real working application how cool is that the demand for android apps isn t showing any signs of slowing but if you re a mobile developer who wants to get in on the action it s vital that you get the necessary java background to be a success with the help of java programming for android developers for dummies you ll quickly and painlessly discover the ins and outs of using java to create groundbreaking android apps no prior knowledge or experience required get the know how to create an android program from the ground up make sense of basic java development concepts and techniques develop the skills to handle programming challenges find out how to debug your app don t sit back and watch other developers release apps that bring in the bucks everything you need to create that next killer android app is just a page away

the visual guide to developing for one of the world s hottest new mobile platforms the android os the android operating system works on phones that combine a camera browser e mail gps and mapping tool into a single accessible pocket sized unit and can function on computers as well aimed at visual learners and packed with hundreds of screen shots this guide brings flash developers up to speed on the necessary factors to take into account when developing for this touch based mobile platform experienced flash developer julian dolce escorts you through the process of creating applications for the android os using the flash cs5 development platform and informs you of best practices to try as well as common pitfalls to avoid guides you step by step through the process of creating applications for the android os using flash cs5 explores the capabilities and limitations of developing apps for the android os points out common pitfalls and teaches you best practices features hundreds of screen shots to assist with visual learning android development with flash your visual blueprint for developing mobile apps gets you on your way to developing apps for android in a flash

build android apps and learn the essentials of the popular kotlin programming language and apis this book will teach you the key kotlin skills and techniques important for creating your very own android apps apart from introducing kotlin programming learn kotlin for android development stresses clean code principles and introduces object oriented and functional programming as a starting point for developing android apps after reading and using this book you ll have a foundation to take away and apply to your own kotlin based android app development you ll be able to write useful and efficient kotlin based apps for android using most of the features kotlin as a language has to offer what you will learn build your first kotlin app that runs on android work with kotlin classes and objects for android use constructs loops decisions and scopes carry out operations on data master data containers arrays and collections handle exceptions and access external libraries who this book is for very little programming experience is required no prior knowledge of kotlin needed

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write more robust and maintainable android apps with kotlin peter sommerhoff takes a practical approach to teaching kotlin by providing a larger set of code listings that demonstrate language features and by guiding readers through the development of two android apps step by step peter finds a good balance between what is essential and what can be left to readers so this book is an efficient yet comprehensible source for starting programming with kotlin bernhard rumpe professor of software engineering rwth aachen university the kotlin language brings state of the art programming techniques and constructs to android development kotlin for android app development will help you rapidly understand kotlin s principles and techniques apply kotlin in production app development integrate kotlin with existing java code and plan a migration to kotlin if you choose if you have at least basic programming experience with any language peter sommerhoff s well crafted overview and examples will help you get quickly up to speed with the kotlin language its constructs and its advanced functional and object oriented capabilities once you ve mastered these foundations sommerhoff walks you through two complete app development projects introducing best practices and emerging patterns for writing code

that s robust concise readable and highly performant understand kotlin s goals principles advantages design and constructs take full advantage of functional programming in the kotlin environment write more concise and reusable code using kotlin s object oriented features interoperate with existing java code and plan a migration to kotlin use coroutines to efficiently handle concurrency capture data via third party apis map it to internal data representations and present it to users master best practices for architecting kotlin android apps improve productivity and readability by creating simple domain specific languages in kotlin

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need in order to later learn and build apps especially game apps using the powerful android ndk native development kit which is based on c the android platform is one of today s two most popular mobile apps development platforms it consists of mostly java apis however as fine as java is as a platform in the android sdk c really lets you take your android apps and especially games much further game apps using c become much more robust better looking more dynamic and better performing c based android apps are the sophisticated apps people are more willing to like and download from the amazon appstore or google play each of this book s chapters provide a clear tutorial in the core knowledge and skills you ll need with some of the chapters providing and enhancing upon a game app case study project that gives you the opportunity to reinforce your understanding of the chapter s material after reading and using this book you ll improve your potential to be a successful and profitable android app developer for today s increasingly competitive indie app landscape what you ll learn how to get started with the c language what are the c language fundamentals and object oriented language features how to master more advanced language features how to port and use the standard template library stl or parts of it how to multithread and perform i o optimization how to dive into the android native development kit ndk how to debug and perhaps do some unit testing how to build a game app case study and incorporate what you learn along the way in enhancing that game app cast study who this book is for this book is for aspiring android app developers especially game developers needing the c skills and knowledge to build the best and most robust dynamic and better performing game apps that sell

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