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Shane Conder

Third Edition  
**Features Android 4.0**



# Android<sup>TM</sup>

## Wireless Application Development

### Volume I: Android Essentials

**Developer's Library**



# Android Wireless Application Development Android Wireless Application Development

**Shane Conder, Lauren Darcey**



## **Android Wireless Application Development Android Wireless Application Development:**

Android Wireless Application Development Lauren Darcey, Shane Conder, 2012 Since Android's earliest releases Android Wireless Application Development has earned a reputation as the most useful real world guide for everyone who wants to build robust commercial grade Android apps Now authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the brand new version 4 of the Android SDK To accommodate extensive new coverage they've also split the book into two volumes Volume I covers all the essentials of modern Android development offering expert insights for the entire app development lifecycle from concept to market Darcey and Conder go beyond Android's core features covering many of the SDK's most interesting and powerful features from LiveFolders to wallpaper customization *Android Wireless Application Development* Lauren Darcey, 2012 **Android Wireless Application Development: Advanced topics** Lauren Darcey, 2012 **Android Wireless Application Development** Shane Conder, Lauren Darcey, 2010-12-16 Android Wireless Application Development Second Edition Lauren Darcey Shane Conder Special Edition Includes Bonus CD The start to finish guide to Android application development massively updated for the newest SDKs and developer techniques This book delivers all the up to date information tested code and best practices you need to create and market successful mobile apps with the latest versions of Android Drawing on their extensive experience with mobile and wireless development Lauren Darcey and Shane Conder cover every step concept design coding testing packaging and delivery The authors introduce the Android platform explain the principles of effective Android application design and present today's best practices for crafting effective user interfaces Next they offer detailed coverage of each key Android API including data storage networking telephony location based services multimedia 3D graphics and hardware Every chapter of this edition has been updated for the newest Android SDKs tools utilities and hardware All sample code has been overhauled and tested on leading devices from multiple companies including HTC Motorola and ARCHOS Many new examples have been added including complete new applications This new edition also adds Nine new chapters covering web APIs the Android NDK extending application reach managing users data synchronization backups advanced user input and more Greatly expanded coverage of Android manifest files content providers app design and testing New coverage of hot topics like Bluetooth gestures voice recognition App Widgets live folders live wallpapers and global search Updated 3D graphics programming coverage reflecting OpenGL ES 2.0 An all new chapter on tackling cross device compatibility issues from designing for the smallest phones to the big new tablets hitting the market Even more tips and tricks to help you design develop and test applications for different devices A new appendix full of Eclipse tips and tricks This book is an indispensable resource for every member of the Android development team software developers with all levels of mobile experience team leaders and project managers testers and QA specialists software architects and even marketers About the CD ROM The accompanying CD ROM contains all the sample code that is presented in the book organized by chapter as well as a new sample application that combines many of

the individual lessons learned into a single cohesive sample This new application is referred to and discussed in Appendix G A Brief Walkthrough of an Android Application from Start to Finish Programming Java      **Android Wireless Application Development** Lauren Darcey,Shane Conder,2012      **Android Wireless Application Development Volume I** Lauren Darcey,Shane Conder,2012-02-22 Android Wireless Application Development has earned a reputation as the most useful real world guide to building robust commercial grade Android apps Now authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0 To accommodate their extensive new coverage they've split the book into two volumes Volume I focuses on Android essentials including setting up your development environment understanding the application lifecycle designing effective user interfaces developing for diverse devices and optimizing your mobile app development process from design through publishing Every chapter has been thoroughly updated for the newest APIs tools utilities and hardware All sample code has been overhauled and tested on leading devices from multiple companies and many new examples have been added Drawing on decades of in the trenches experience as professional mobile developers Darcey and Conder provide valuable new best practices including powerful techniques for constructing more portable apps This new edition contains full chapters on Android manifest files content providers effective app design and testing an all new chapter on tackling compatibility issues coverage of today's most valuable new Android tools and utilities and even more exclusive tips and tricks An indispensable resource for every Android development team member      *Android Wireless Application Development Volume II* Lauren Darcey,Shane Conder,2012-07-19 Android Wireless Application Development has earned a reputation as the most useful real world guide to building robust commercial grade Android apps Now authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK and tools updates To accommodate their extensive new coverage they've split the book into two leaner cleaner volumes This Volume II focuses on advanced techniques for the entire app development cycle including design coding testing debugging and distribution Darcey and Conder cover hot topics ranging from tablet development to protecting against piracy and demonstrate advanced techniques for everything from data integration and UI development to in app billing Every chapter has been thoroughly updated to reflect the latest SDKs tools and devices The sample code has been completely overhauled and is available for download on a companion website Drawing on decades of in the trenches experience as professional mobile developers the authors also provide even more tips and best practices for highly efficient development This new edition covers Advanced app design with async processing services SQLite databases content providers intents and notifications Sophisticated UI development including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search cloud based services and other exclusive Android features Leveraging Android 4.0 APIs for networking web location services the camera telephony and hardware sensors Building richer apps with 2D 3D graphics OpenGL ES and RenderScript animation and the Android

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API features and includes downloadable sample apps for nearly every chapter Together they provide a solid foundation for any modern app project Throughout the authors draw on decades of in the trenches experience as professional mobile developers to provide tips and best practices for highly efficient development They show you how to break through traditional app boundaries with optional features including the Android NDK Google Analytics and Android Wear APIs and Google Play Game Services New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in app billing from Google Play as well as third party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app s reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification Web SMS and other APIs Annuzzi has released new source code samples for use with Android Studio The code updates are posted to the associated blog site <http://advancedandroidbook.blogspot.com> This title is an indispensable resource for intermediate to advanced level Java programmers who are now developing for Android and for seasoned mobile developers who want to make the most of the new Android platform and hardware This revamped newly titled edition is a complete update of Android™ Wireless Application Development Volume II Advanced Topics Third Edition Android Wireless Application Development Lauren Darcey,Shane Conder,2012 The authors offer a learning resource to anyone who wishes to become a mobile developer using the Android platform The text covers application design development debugging packaging distribution much more Android Wireless Application Development Volume II Lauren Darcey,Shane Conder,2012 A Video Enhanced book which contains embedded links to instructional videos from The Essentials of Android Application Development LiveLessons Video Training by Ian Clifton <http://ssl.safaribooksonline.com/9780132996594> Android Wireless Application Development has earned a reputation as the most useful real world guide to building robust commercial grade Android apps Now authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK and tools updates To accommodate their extensive new coverage they ve split the book into two leaner cleaner volumes This Volume II focuses on advanced techniques for the entire app development cycle including design coding testing debugging and distribution Darcey and Conder cover hot topics ranging from tablet development to protecting against piracy and demonstrate advanced techniques for everything from data integration and UI development to in app billing Every chapter has been thoroughly updated to reflect the latest SDKs tools and devices The sample code has been completely overhauled and is available for download on a companion website Drawing on decades of in the trenches experience as professional mobile developers the authors also provide even more tips and best practices for highly efficient development This new edition covers Advanced app design with async processing services SQLite databases content providers intents and notifications Sophisticated UI development including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search cloud based services and

other exclusive Android features Leveraging Android 4.0 APIs for networking web location services the camera telephony and hardware sensors Building richer apps with 2D 3D graphics OpenGL ES and RenderScript animation and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate to advanced level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware Also look for Android Wireless Application Development Volume I Android Essentials ISBN 9780321813831      **Android Wireless Application Development, 2/e** Shane Conder,2010      **Android™ Wireless Application Development** Shane Conder,1900 This is the eBook version of the printed book If the print book includes a CD ROM this content is not included within the eBook version The complete start to finish guide to Android development from concept to market      Introduction to Android Application Development Joseph Annuzzi (Jr.),Lauren Darcey,Shane Conder,2014 Revised edition of first part of Android wireless application development Shane Conder Lauren Darcey c2010      **Android Programming Unleashed** B.M. Harwani,2012-12-14 Android Programming Unleashed is the most comprehensive and technically sophisticated guide to best practice Android development with today's powerful new versions of Android 4.1 Jelly Bean and 4.0.3 Ice Cream Sandwich Offering the exceptional breadth and depth developers have come to expect from the Unleashed series it covers everything programmers need to know to develop robust high performance Android apps that deliver a superior user experience Leading developer trainer Bintu Harwani begins with basic UI controls then progresses to more advanced topics finally covering how to develop feature rich Android applications that can access Internet based services and store data He illuminates each important SDK component through complete self contained code examples that show developers the most effective ways to build production ready code Coverage includes understanding the modern Android platform from the developer's standpoint using widgets containers resources selection widgets dialogs and fragments supporting actions and persistence incorporating menus ActionBar content providers and databases integrating media and animations using web map and other services supporting communication via messaging contacts and emails publishing Android apps and much more      **Sams Teach Yourself Android Game Programming in 24 Hours** Jonathan Harbour,2012-11-15 In just 24 sessions of one hour or less Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android 4 Using a straightforward step by step approach you'll gain hands on expertise with the entire process from getting access to the hardware via the Android SDK to finishing a complete example game You'll learn to use the Android SDK and open source software to design and build fast highly playable games for the newest Android smartphones and tablets Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Android game programming tasks Quizzes and exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information



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