

# Android Apps for Absolute Beginners

Fourth Edition
Wallace Jackson



# **Android Apps For Absolute Beginners 4th Edition**

**Padmini** 

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complex one addressing many of the core concepts required at the beginner level KEY FEATURES Comprehensive coverage of Android lying more stress on examples The book covers the topics in simple and easy form taking practical examples in each topic Simple language crystal clear approach straight forward comprehensible presentation Adopting user friendly classroom lecture style The concepts are duly supported by several examples The book cover the topics in a manner which fulfilled the skill gap among industry and academia WHAT WILL YOU LEARN Toasts Activity Dialogs Intent Android Life Cycle Menus Asynchronous Task Recycler view Broadcast Receiver and Notification Shared Preferences Sqlite Database Alarm Manager Android Services Testing Activity Publishing App WHO THIS BOOK IS FOR Students pursuing BE BSc ME MSc BTech MTech in Computer Science Table of Contents 1 Introduction 2 Toast 3 Activity 4 Dialogs 5 Intent 6 Android Life Cycle 7 Menus 8 Asynchronous Task 9 Recyclerview 10 Broadcast Receiver and Notification 11 Shared Preferences 12 Sqlite Database 13 Alarm manager 14 Android Services 15 Testing Activity 16 Publishing App 17 Appendix I 18 Exercise 1 19 Appendix II Beginner's Guide to Android App Development Serhan Yamacli, 2017-06-30 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 7 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 last chapter explains the installation of the Unity game engine developing a simple 2D platform game in Unity setting up touch controls for Android environment and exporting the game as a standalone apk file ready to be installed on Android devices 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 7 Development of a 2D platform game Installing Unity game engine developing the visual part of the game implementing the game logic in the code setting up touch controls and exporting the game as a standalone apk file This book includes 237 figures and 130 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files

can be downloaded from the book s companion website www yamaclis com android Android Programming Matthew Gimson, 2015-10-23 This book is a guide to Android programmers and especially to beginners on how to create amazing apps for Android c devices The book begins by describing what Android and Android programming are Beginners are then guided on how to set up the environment ready for programming This includes the necessary components and how to prepare them The next part is a guide on how to create a new Android project A guide on how to run the app whether on the real device or the emulator is provided The programmer is also guided on how to prepare both the physical Android device and the emulator for the purpose of running the app Many features which are available in Android have been explored and you will learn how to implement them using programs An explanation on each and every program used in this book is given for ease of understanding Alert dialogs which are a common feature in Android have been explored hence you will get to know how to create them The book has also explored on how to create animations The book provides a guide on how to create apps which can be used to send short message services SMS and send emails The following chapters have been discussed in this book Definition Android Programming Basics Handling Events Advanced Features Sending an Email Short Message Service SMS in Android Tween Animations Alert Dialog in Android Auto Completion in Android Intents and Filters in Android Themes and Styles in Android Android App Development in Android Studio J. Paul Carle, 2017-02-04 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 www android java website **Android Programming for** 

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