



Android Studio Development Essentials



Android Studio Development Essentials

Neil Smyth



Android Studio Development Essentials:

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Studio 3.5 Development Essentials - Java Edition Neil Smyth, Fully updated for Android Studio 3.5 and Android 10 Q 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

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Android Studio 3.6 Development Essentials, 2020

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Edition (Upgrade) Neil Smyth, 2017-03-21 Fully updated for Android Studio 2.3 and Android 7 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 7 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 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 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

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