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with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs using the Android NDK extending application reach managing users synchronizing data managing backups and handling advanced user input Editing Android manifest files registering content providers and designing and testing apps Working with Bluetooth voice recognition App Widgets live folders live wallpapers and global search Programming 3D graphics with OpenGL ES 2.0 Ensuring cross device compatibility from designing for the smallest phones to the big tablets Designing developing and testing applications for different devices

Android Fully Loaded Rob Huddleston, 2012-08-03 Fully loaded with the latest tricks and tips on your new Android Android smartphones are so hot they're soaring past iPhones on the sales charts And the second edition of this muscular little book is equally impressive it's packed with tips and tricks for getting the very most out of your latest generation Android device Start Facebooking and tweeting with your Android mobile scan barcodes to get pricing and product reviews download your favorite TV shows the book is positively bursting with practical and fun how-tos Topics run the gamut from using speech recognition location based mapping and GPS to setting up your Android as a broadband modem and much more Helps you get the most out of your Android smartphone and related technology including Motorola Droid 2 Motorola Photon 4G HTC Thunderbolt LG Optimus 3D and HTC EVO 3D Shows you how to put a slew of stuff on your Android old movies TV shows music spreadsheets presentations Word documents and much more Covers all the basic features such as web browsing using Facebook and Twitter taking photos playing music and using e-mail Offers dozens of high level tips and tricks such as using an Android as a broadband modem barcode scanning using the GPS and speech recognition You won't believe all that you can do with Android smartphones Get *Android Fully Loaded Second Edition* and don't miss a thing

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Mastering Android Game Development with Unity Siddharth Shekar, Wajahat Karim, 2017-05-25 Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence high end physics and GUI transformations Create amazing Graphical User Interfaces GUIs with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high end complex Android games then this book is for you Readers are expected to have a basic understanding of Unity 5 working with its environment and its basic concepts What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces GUIs with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects lights sky cube maps and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In

Detail Game engines such as Unity are the power tools behind the games we know and love Unity is one of the most widely used and best loved packages for game development and is used by everyone from hobbyists to large studios to create games and interactive experiences for the Web desktop mobile and console With Unity s intuitive easy to learn toolset and this book it s never been easier to become a game developer You will begin with the basic concepts of Android game development a brief history of Android games the building blocks of Android games in Unity 5 and the basic flow of games You will configure an empty project for the Jetpack Joyride Clone Game add an environment and characters and control them Next you will walk through topics such as particle systems camera management prefabs animations triggers colliders and basic GUI systems You will then cover the basic setup for 3D action fighting games importing models textures and controlling them with a virtual on screen joystick Later you will set up Scene for 3D Configuration create basic gameplays and manage input controls Next you will learn to create the interface for the main menu gameplay game over achievements and high score screens Finally you will polish your game with stats sounds and Social Networking followed by testing the game on Android devices and then publishing it on Google Play Amazon and OUYA Stores Style and approach A step by step and detailed guide to developing high end complex Android games utilizing the advanced concepts of Unity

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