



Quick answers to common problems

Android Studio Cookbook

Design, debug, and test your apps using Android Studio

Mike van Drongelen

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Android Studio Cookbook

Steven Edick



Android Studio Cookbook:

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advanced topics such as graphics and animation including OpenGL multi threading with AsyncTask and Internet functionality with Volley We ll also demonstrate Google Maps and Google Cloud Messaging also known as Push Notifications using the Google API Library Finally we ll take a look at several online services designed especially for Android development Take your application big time with full Internet web services without having to become a server admin by leveraging the power of Backend as a Service BaaS providers Style and approach This book progresses from the fundamentals of Android Development to more advanced concepts with recipes to solve the most common problems faced by developers This cookbook makes it easy to jump to specific topics of interest where you ll find simple steps to implement the solution and get a clear explanation of how it works

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large screens leveraging Jetpack's WorkManager managing graphic user interface alerts and tips and tricks within Android studio Throughout the book you'll also see testing being implemented for enhancing Android development and gain insights into harnessing the integrated development environment of Android studio Finally you'll discover best practices for robust modern app development By the end of this book you'll be able to build an Android application using the Kotlin programming language and the newest modern Android development technologies resulting in highly efficient applications What you will learn Use Kotlin programming to build your Android applications Leverage modern Android development MAD libraries to create exceptional apps Explore modern app architecture concepts such as model view viewmodel MVVM Utilize dependency injection clean architecture and module organization Discover how to write UI and unit tests for your applications Get to grips with paging data binding and datastore Build large screens to support the new foldable world Explore principles of Wear OS in modern Android development Who this book is for This book is for active junior to mid level Android developers with one to two years of professional experience in developing Android applications who are interested in advancing their knowledge of Android development The recipes in this book use Kotlin and not Java

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