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Android SQLite Essentials

Develop Android applications with one of the most widely used database engines, SQLite

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Android Sqlite Essentials

Neil Smyth



Android Sqlite Essentials:

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Android Studio Development Essentials Neil Smyth,2015-12-10 Fully updated for Android 6 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 6 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 Designer 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

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Android 4.4 App Development Essentials Neil Smyth, 2014 The goal of this book is to teach the skills necessary to develop Android based applications using the Eclipse Integrated Development Environment IDE and the Android 4.4 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 introduction to the architecture of Android is followed by an in depth look at the design of Android applications and user interfaces 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 features introduced with Android 4.4 including printing transitions and cloud based file storage 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 and submitting apps to the Google Play Developer Console Assuming you already have some Java programming experience are ready to download Eclipse 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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Android Studio Ladybug Essentials - Kotlin Edition Neil Smyth, 2024-11-06 This book fully updated for Android Studio Ladybug and the new UI teaches you how to develop Android based applications using the Kotlin programming language Beginning with the basics the book outlines how to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types control flow functions lambdas and object oriented programming Asynchronous programming using Kotlin coroutines and flow is also covered in detail Chapters also cover the Android Architecture Components including view models lifecycle management Room database access content providers the Database Inspector app navigation live data and data binding More advanced topics such as intents are also covered as are touch screen handling gesture recognition and the recording and playback of audio This book edition also covers printing transitions and foldable device support 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 Other key features of Android Studio and Android are also covered in detail including the Layout Editor the ConstraintLayout and ConstraintSet classes MotionLayout Editor view binding constraint chains barriers and direct reply notifications Chapters also cover advanced features of Android Studio such as App Links Gradle build configuration in app billing and submitting apps to the Google Play Developer Console Assuming you already have some programming experience are ready to download Android Studio and the Android SDK have access to a Windows Mac or Linux system and have ideas for some apps to develop you are ready to get started

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