



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

Ensheng Dong



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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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Kotlin Programming Cookbook Rashmi Karanpuria,Aanand Shekhar Roy,2018-01-25 Discover Android programming and web development by understanding the concepts of Kotlin Programming Key Features Practical solutions to your common programming problems with Kotlin 1 1 Leverage the functional power of Kotlin to ease your Android application development Learn to use Java code in conjunction with Kotlin Book Description The Android team has announced first class support for Kotlin 1 1 This acts as an added boost to the language and more and more developers are now looking at Kotlin for their application development This recipe based book will be your guide to learning the Kotlin programming language The recipes in this book build from simple language concepts to more complex applications of the language After the fundamentals of the language you will learn how to apply the object oriented programming features of Kotlin 1 1 Programming with Lambdas will show you how to use the functional power of Kotlin This book has recipes that will get you started with Android programming with Kotlin 1 1 providing quick solutions to common problems encountered during Android app development You will also be taken through recipes that will teach you microservice and concurrent programming with Kotlin Going forward you will learn to test and secure your applications with Kotlin Finally this book supplies recipes that will help you migrate your Java code to Kotlin and will help ensure that it s interoperable with Java What you will learn Understand the basics and object oriented concepts of Kotlin Programming Explore the full potential of collection frameworks in Kotlin Work with SQLite databases in Android make network calls and fetch data over a network Use Kotlin s Anko library for efficient and quick Android development Uncover some of the best features of Kotlin Lambdas and Delegates Set up web service development environments write servlets and build RESTful services with Kotlin Learn how to write unit tests integration tests and instrumentation acceptance tests Who this book is for This book will appeal to Kotlin developers keen to find solutions for their common programming problems Java programming knowledge would be an added advantage

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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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