

Firestore Essentials Android Edition: Second Edition

Develop lean iOS and Android apps using industry standard techniques and lean development practices. About This Book Build ready-to-deploy apps with less iterations and shorter development times Adopt the lean startup methodologies to develop iOS and Android apps that shine in the App Store This hands-on guide puts continuous innovation into practice to develop successful mobile apps Who This Book Is For This book is for developers, CTOs, and architects working for a startup or another kind of lean startup environment, such as start-up within a cooperation. It is ideal for any iOS and Android developer who wants to build successful mobile apps by adopting the lean startup methodology. What You Will Learn Apply the lean startup methodology to real Android and iOS development Define what your hypotheses are by creating a Minimal Viable Product Validate your idea against the Business Model Canvas Gather feedback through statistics and by getting user comments, learn from it, and adapt your app accordingly Develop skills and devise strategies to build versatile and flexible apps that meet changing business requirements Investigate the possibilities when you need to pivot your start-up idea whether in a startup or an established business. Create a successful app and get tips on how to boost conversion and how to optimize the on boarding process. In Detail Lean is the ultimate methodology for creating a startup that succeeds. Sounds great from a theoretical point of view, but what does that mean for you as a technical co-founder or mobile developer? By applying the Lean Start-up methodology to your mobile App development, it will become so much easier to build apps that take Google Play or the App Store by storm. This book shows you how to bring together smarter business processes with technical know-how. It makes no sense to develop a brilliant app for six months or longer only to find out later that nobody is interested in it. Build a Minimum Viable Product (MVP) first. Validate your hypotheses early and often. Discover effective product development strategies that let you put Facebook's famous axiom "move fast and break things" into practice. A great app without visibility and marketing clout is nothing, so use this book to market your app, making use of effective metrics that help you track and iterate all aspects of project performance. Style and approach This book takes a hands-on approach to developing apps through the Lean Start-up Methodology. Following a 50% business and 50% tech approach, this book is filled with practical examples and real-world experiments.

*The Road to Firestore is your personal journey to master advanced React for business web applications in JavaScript whereas Firestore is used to replace everything that you would want from a backend application. Firestore enables you to connect your React application to a database, to authenticated users with your application with a login, logout and register mechanisms, and to authorize only certain users to access your application. It also comes with hosting capabilities and with social logins via Google, Facebook and more. Everything will be explained in the book while building a business web application yourself. I wrote the The Road to React with Firestore over the last two years. During this time, I came to understand the practical genius of Firestore, and how it dramatically reduces the tech stack to focus on getting sh*t done. Once you have set up your starter kit project -- that's what we are going to do together in this book -- you are ready to iterate fast on your personal ideas. There is no need to complicate things by adding a backend application with a database to your frontend application, because Firestore takes care of it with a well-designed API. I applied the same principles as my other books: Stay pragmatic Keep it simple Answer the why, not just the how Experience a problem, solve a problem This book is not intended to be an end-all reference for the Firestore API nor an in-depth guide about the internals of Firestore. Instead, its purpose is to journey through learning Firestore with React the pragmatic way, building an entire application on this tech stack yourself. The end result is the foundation to make your business application a reality. Requirements To get the most out of this book, you should be familiar with the basics of web development, which includes knowledge of HTML, CSS and JavaScript. You will also need to be familiar with the term API, because APIs are used frequently for the applications in this book. Editor/Terminal or IDE For the development environment, use a running editor/terminal (command line tool) or IDE with integrated terminal. I will provide a setup guide if you're unsure about which tools to use. The guide is set up for MacOS users, but you can find a Windows setup guide there as well. Node and NPM You will need to have node and npm installed, which are used to run the applications we'll build and manage the libraries we'll use along the way. In this book, you will install external node packages via npm (node package manager). These node packages can be libraries or whole frameworks. You can verify which node and npm versions you have in the command line: node --version v10.11.0 npm --version v6.5.0 These are the versions used for this publication. If you don't see output in your terminal, you will need to install node and npm. React My other book, called The Road to learn React, teaches the fundamentals about React by building a real world application. It is available for free, and after having read it, you should possess all the understanding necessary to work with the application(s) from this book. Also there will be many sidenotes to React articles that may be helpful.*

Practical solutions for developing seamless experiences for application that scales. About This Book A Solution based approach that would help you create high-quality apps for your businesses Harness the power of real-time database to create apps that work on multiple platforms Build a customized solution for your app development challenges with Firestore Who This Book Is For This book will assume you have at least a minimum set of skills in JavaScript, HTML and CSS. Also, having some familiarity with backend technologies will be helpful. After all we're going to build a backend application that will change the way backend developer works. What You Will Learn Use Firestore Diverse Authentication systems Integrate easy, secure File Hosting using Firestore Storage services Make your application serverless using Firestore Cloud Functions Use the powerful Firestore Admin SDK for privilege management Use Firestore within NativeScript apps for cross-platform applications Modify, structure, save and serve data in and from Realtime Database Get acquainted with the newly introduced Firestore, a scalable database for

your web and mobile applications In Detail Do you feel tired just thinking or even hearing about backend technologies, authentication or the tedious task of deployment? Firebase is here to change the way you develop and make your app a first-class citizen of the cloud. This books takes a solution based approach by providing you recipes that would help you understand the features of Firebase and implement them in your existing web or mobile applications. We start-off by creating our first Firebase application and integrating its services into different platforms and environments for mobile as well as web applications. Then we deep dive into Real-time Database and Firebase Storage that allows your users to access data across various devices with realtive ease. With each chapter you will gradually create the building blocks of your application from securing your data with Firebase Rules to authenticating your users with O-Auth. Moving along we would explore modern application development techniques such as creating serverless applications with Firebase Cloud Functions or turning your traditional applications into progressive apps with Service workers. Finally you will learn how to create cross-platform mobile apps, integrate Firebase in native platforms, and learn how to monetize your mobile applications using Admob for Android and iOS. Style and approach This recipe-based practical guide presents each topic with step-by-step instructions on how you can create collaborative and efficient progressive applications using the latest features and capabilities in Firebase. With 55 in-depth chapters, over 470 pages and 23 example app projects (including the source code), Firebase Essentials - Android Edition provides everything you need to successfully integrate Firebase cloud features into your Android apps. This book covers the key features of Android app development using Firebase including integration with Android Studio, User Authentication (including email, Twitter, Facebook and phone number sign-in), Realtime Database, Cloud Storage, Firebase Cloud Messaging (both upstream and downstream), Dynamic Links, Invites, App Indexing, Test Lab, Remote Configuration, Cloud Functions, Analytics and Performance Monitoring. The book is organized into chapter groups that focus on specific Firebase features, with each topic area consisting of a detailed overview followed by tutorial style examples that put theory into practice.

Lean Mobile App Development

Android Programming for Beginners

Android Studio 2 Development Essentials

Mobile App Development with Ionic, Revised Edition

Firebase Cookbook

Android Studio 2.3 Development Essentials

Build smart looking Kotlin apps with UI and functionality for the Android platform Key FeaturesStart your Android programming career, or just have fun publishing apps on Google Play marketplaceThe first-principle introduction to Kotlin through Android, to start building easy-to-use appsLearn by example and build four real-world apps and dozens of mini-appsBook Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learnLearn how Kotlin and Android work togetherBuild a graphical drawing app using Object-Oriented Programming (OOP) principlesBuild beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardViewWrite Kotlin code to manage an apps' data using different strategies including JSON and the built-in Android SQLite databaseAdd user interaction, data captures, sound, and animation to your appsImplement dialog boxes to capture input from the userBuild a simple database app that sorts and stores the user's dataWho this book is for This book is for people who are new to Kotlin, Android and want to develop Android apps.It also acts as a refresher for those who have some experience in programming with Android and Kotlin.

Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key FeaturesGet up to speed with the

basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn Understand the fundamentals of the Dart programming language Explore the core concepts of the Flutter UI and how it compiles for multiple platforms Develop Flutter plugins and widgets and understand how to structure plugin code appropriately Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets Add animation to your UI using Flutter's AnimatedBuilder component Integrate your native code into your Flutter codebase for native app performance Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. 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, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. 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 ideas for some apps to develop, you are ready to get started.

Android Studio 2.3 Development Essentials - Android 7 Edition

Beginning PowerApps

Beginning App Development with Flutter

Serverless Web Applications with React and Firebase

Expert Android Programming

Membangun Aplikasi Berbasis Android

Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK)

and 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. 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, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. 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.

Build mobile apps that specifically target your company's unique business needs, with the same ease of writing a simple spreadsheet! With this book, you will build business apps designed to work with your company's systems and databases, without having to enlist the expertise of costly, professionally trained software developers. In *Beginning PowerApps*, author and business applications expert Tim Leung guides you step-by-step through the process of building your own mobile app. He assumes no technical background, although if you have worked with Excel, you are one step closer. He guides you through scenarios, such as what to do if you have existing databases with complex data structures and how to write screens that can connect to those data. You will come away with an understanding of how to set up screen navigation, manipulate data from within apps, and write solutions to perform specific tasks. What You'll Learn Connect with data Write formulas Visualize your data through charts Work with global positioning systems (GPS) Build flows Import and export data Manage offline scenarios Develop custom application programming interfaces (API) Who This Book Is For Beginners and non-developers, and assumes no prior knowledge of PowerApps

Become a pro with the latest Android SDK and create state of the art applications for Android. About This Book Dive deep into Android development with practical hands on examples to help you in each stage. Develop smart professional grade apps for the latest Android N version and become a pro android developer. Unclog your development highway by utilising the industry standard best practices techniques. Who This Book Is For This book is for mobile developers having some expertise in building android apps and who wish to now take a leap into building complex app such as Zomato, using latest Android N power of Google. What You Will Learn Building UI/UX following best industry practices Development of Zomato Clone Measure and improve app performance Improving app using test mechanisms Bringing the app live on the play store In Detail Android O brings a number of important changes for the users as well as the developers. If you want to create smart android applications which are fast, lightweight and also highly efficient then this is the book that will solve all your problems. You will create a complex enterprise grade app in this book. You will get a quick refresher of the latest android SDK and how to configure your development environment. Then you will move onto creating app layouts, component and module building, creating smart and efficient UIs. The most important part of a modern day app is how real time they are. With this book, you will create a smooth back-end for your app, ensure dynamic and real time communication between different app layers. As we move on, you will learn to leverage the different Android APIs and create an efficient SQLite data layer for your apps. You will implement effective testing techniques to make your app reliable and robust and finally you will learn to deploy it efficiently. The multiple stages of android development will also be simplified by giving you an industry standard set of best practices. Style and approach This book will have a dedicated practical tutorial style approach with focus on professional & enterprise grade android app development. The examples in each chapter will be modular and will also help you to create a complete fully featured android app by the end of the book.

"Android Programming Tutorials" show you what you can do with Android, through a series of 28 individual exercises, giving you hands-on instruction in how to build sophisticated Android applications, using many of the technologies outlined in CommonsWare's other Android books. These exercises lead you through the basics of creating Android applications, all the way through many fun Android features like Internet access, location tracking, maps, integrated WebKit browsers, cameras, accelerometers, and much more. Full source code to all the exercise answers is available right on this page, to help you if you get stuck. "Android Programming Tutorials" makes an excellent companion volume to more traditional Android books that merely tell you what is possible. The book has been battle-tested, used in the author's live Android training events, with the exercises put through their paces by hundreds of students.

Android Wear Projects

AI and Machine Learning for On-Device Development

AngularJS Deployment Essentials

Android Development with Kotlin

The Road to Firebase

A Hands On Guide to App Development

Learn Android App development via Android Studio, the Java Object-Oriented Programming language, together with Google Firebase About This Video Learn essential aspects of Android App development and develop real-world Android Apps using Java Learn how to use the Google Firebase JSON Database Completely updated course with hands-on challenges In Detail This course takes a close look at how to become an Android App developer. It provides you with most of the basics: some initial programming skills, plus some basic Java and Android App development using Android Studio. We also investigate database communication for our chosen database, Google's JSON Firebase database, and the features that we are going to use along the way. Once the course is underway, together we will develop a Java-based Chat App and examine every step of its journey: the initial concept and design within Android Studio, some fantastic tips on how to organize your work and make your life so much simpler, ideas on how to convert these thoughts into a workable Android App, and on to final publication on the Google Play Store. Along the way, we will look at using Google's JSON Firebase database and Android Studio and the concept of user-authentication. You will learn the basic building blocks in Java and Android Studio; the course does not require a specific Android version. Build a fantastic grounding in Android app development, Android Studio, and object-oriented Java programming with this brilliant course and who knows where it will take you.

Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

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.

An astonishing memoir of military courage at a remote outpost during the Vietnam War “A riveting, dead-true account in the tradition of *Black Hawk Down* and *We Were Soldiers Once...and Young*.”—Steven Pressfield, national bestselling author of *The Lion’s Gate* In October 1969, William Albracht, the youngest Green Beret captain in Vietnam, took command of a remote hilltop outpost called *Firebase Kate* held by only 27 American soldiers and 156 Montagnard militiamen. At dawn the next morning, three North Vietnamese Army regiments—some six thousand men—crossed the Cambodian border and attacked. Outnumbered three dozen to one, Albracht’s men held off the assault but, after five days, Kate’s defenders were out of ammo and water. Refusing to die or surrender, Albracht led his troops off the hill and on a daring night march through enemy lines. *Abandoned in Hell* is an astonishing memoir of leadership, sacrifice, and brutal violence, a riveting journey into Vietnam’s heart of darkness, and a compelling reminder of the transformational power of individual heroism. Not since *Lone Survivor* and *We Were Soldiers Once...and Young* has there been such a gripping and authentic account of battlefield courage. **INCLUDES PHOTOS**

Firestore

Firestore Essentials - Android Edition

Build Android Apps on Google's Mobile Platform

Android Studio 3.0 Development Essentials - Android 8 Edition

Abandoned in Hell

Build Android apps starting from zero programming experience with the new Kotlin programming language

Learn Flutter and the Dart programming language by building impressive real-world mobile applications for Android and iOS Key Features Learn cross-platform mobile development with Flutter and Dart by building 11 real-world apps Create wide array of mobile projects such as 2D game, productivity timer, movie browsing app, and more Practical projects demonstrating Flutter development techniques with tips, tricks, and best practices Book Description Flutter is a modern reactive mobile framework that removes a lot of the complexity found in building native mobile apps for iOS and Android. With Flutter, developers can now build fast and native mobile apps from a single codebase. This book is packed with 11 projects that will help you build your own mobile applications using Flutter. It begins with an introduction to Dart programming and explains how it can be used with the Flutter SDK to customize mobile apps. Each chapter contains instructions on how to build an independent app from scratch, and each project focuses on important Flutter features. From building Flutter Widgets and applying animations to using databases (SQLite and Firebase) and Firebase, you'll build on your knowledge through the chapters. As you progress, you'll learn how to connect to remote services, integrate maps, and even use Flare to create apps and games in Flutter. Gradually, you'll be able to create apps and games that are ready to be published on the Google Play Store and the App Store. In the concluding chapters, you'll learn how to use the BLoC pattern and various best practices related to creating enterprise apps with Flutter. By the end of this book, you will have the skills you need to write and deliver fully functional mobile apps using Flutter. What you will learn Design reusable mobile architectures that can be applied to apps at any scale Get up to speed with error handling and debugging for mobile application development Apply the principle of 'composition over inheritance' to break down complex problems into many simple problems Update your code and see the results immediately using Flutter's hot reload Identify and prevent bugs from reappearing with Flutter's developer tools Manage an app's state with Streams and the BLoC pattern Build a simple web application using Flutter Web Who this book is for This book is for mobile developers and software developers who want to learn Flutter to build state-of-the-art mobile apps. Although prior experience with Dart programming or Flutter is not required, knowledge of object-oriented programming (OOP), data structures and software design patterns will be beneficial.

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Chapter 2. Introduction to Computer Vision -- Using Neurons for Vision -- Your First Classifier: Recognizing Clothing Items -- The Data: Fashion MNIST -- A Model Architecture to Parse Fashion MNIST -- Coding the Fashion MNIST Model -- Transfer Learning for Computer Vision -- Summary -- Chapter 3. Introduction to ML Kit -- Building a Face Detection App on Android -- Step 1: Create the App with Android Studio -- Step 2: Add and Configure ML Kit -- Step 3: Define the User Interface -- Step 4: Add the Images as Assets -- Step 5: Load the UI with a Default Picture.

Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. *Build Mobile Apps with Ionic 4 and Firebase* shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with

new Ionic 4 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

Hybrid Mobile App Development

Android for Java Programmers

The Android Developer's Journey

Beginning Flutter

Android Programming Tutorials

Android Design Patterns and Best Practice

A fun way to create interesting and cool apps for your Wearable device using Android programming. About This Book Create real-time Android Wear apps from scratch and become a pro Android Wear Developer Learn to create apps specially dedicated to the Android Wear platform Design custom Wear UIs and create interactive Watch faces Who This Book Is For The book is for Android developers with a good understanding of programming and developing applications on Android, but they need not have any experience of creating Wear apps. What You Will Learn Design and build Wear apps. Learn how to use offline storage in Wear apps. Understand sensors and how to work with them Work with standalone applications of the wear 2.0 API. Create a map application for Android Wear devices Write a watch face and understand more about Wear 2.0 Work with firebase realtime database and firebase functions Create a chatting application that has wear companion app In Detail Android Wear Projects is your opportunity to step into the exciting new world of Android Wear app development. This book will help you to master the skills in Android Wear programming and give you a complete insight on wear app development. You will create five different Android Wear apps just like the most popular Android Wear apps. You will create a To-do list, a city maps app, a Wear messenger, Wear fitness tracker and Watch face. While you create these apps you will learn to create custom notifications, receive voice inputs in notifications, add pages to notifications and stack notifications. You will see how to create custom wear app layouts, the custom UIs specially designed for Wear. You will learn to handle and manage data and syncing data with other devices, create interactive Watch faces and also ensure the safety and security of your Wear apps by testing and securing your apps before you deploy them on the app store. Style and approach This book will take a project based tutorial style approach where every chapter will create a separate android Wear app and highlight different features of android Wear apps. Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Build rich and collaborative applications using client-side code with React, Redux, and Firebase Key Features 1) A practical guide covering the full stack for web development with React 16 and Firebase 2) Leverage the power of Firebase Cloud Storage, messaging, functions, OAuth, and database security to develop serverless web applications. 3) Develop high-performance applications without the hassle of setting up complex web infrastructure. Book Description ReactJS is a wonderful framework for UI development. Firebase as a backend with React is a great choice as it is easy, powerful, and provides great developer experience. It removes a lot of boilerplate code from your app and allows you to focus on your app to get it out quickly to users. Firebase with React is also a good choice for Most Viable Product (MVP) development. This book provides more practical insights rather than just theoretical concepts and includes basic to advanced examples - from hello world to a real-time seat booking app and Helpdesk application This book will cover the essentials of Firebase and React.js and will take you on a fast-paced journey through building real-time applications with Firebase features such as Cloud Storage, Cloud Function, Hosting and the Realtime Database. We will learn how to secure our application by using Firebase authentication and database security rules. We will leverage the power of Redux to organize data in the front-end, since Redux attempts to make state mutations predictable by imposing certain restrictions on how and when updates can happen. Towards the end of the book you will have improved your React skills by realizing the potential of Firebase to create real-time serverless web applications. What you will learn Install powerful React.js and Firebase tools to make development much more efficient Create React components with Firebase to save and retrieve the data in real-time Use Firebase Authentication to make your React user interface secure Develop React and Firebase applications with Redux integration Firebase database security rules Firebase Cloud Storage Integration

to upload and store data on the cloud Create a complete real-time application with React and firebase Using Firebase Cloud messaging and Cloud functions with React Firebase Cloud Storage integration with React Who this book is for This book is for JavaScript developers who have some previous knowledge of React and want to develop serverless, full-stack applications but without the hassle of setting up a complex infrastructure.

Firestore Essentials - Android Edition Payload Media, Inc. Firestore Essentials - Android Edition Second Edition Createspace Independent Publishing Platform Android Cookbook

Second Edition

The Fight For Vietnam's Firebase Kate

Master skills to build enterprise grade Android applications

Android Programming with Kotlin for Beginners

Develop real-time applications for web and mobile platforms

With 75 in-depth chapters, over 800 pages and more than 47 example app projects (including the source code) this book provides everything you need to successfully develop and deploy Android apps using Android Studio. Fully updated for Android Studio 2.2 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 class, 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.

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.

The comprehensive developer guide to the latest Android features and capabilities Professional Android, 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to smart, efficient, effective Android development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Play services

Buku ini ditujukan untuk pembaca dari kalangan mahasiswa, dosen, maupun masyarakat umum. Buku ini dapat membantu pembaca dalam mempelajari konsep dan proses membangun sebuah aplikasi mobile yang menggunakan Firebase dengan Android Studio, dan untuk mempermudah dalam memahami materi dari Firebase terutama bagi yang belum pernah mengenal Firebase. Oleh karena itu, buku ini dapat digunakan sebagai bahan untuk belajar mandiri mengenai Firebase, bagi para calon peminat bidang cloud seperti Firebase dan aplikasi mobile dengan Android. Dalam buku ini akan dibahas mengenai cara membangun sebuah aplikasi informasi sederhana yang berisikan mengenai informasi-informasi (berita

umum) yang ditujukan untuk pengguna aplikasi. Aplikasi yang dibangun berisi notifikasi, jika terdapat informasi mengenai berita terbaru maka informasi tersebut akan diterima oleh semua pengguna aplikasi. Sebelum membangun sebuah aplikasi ini, perlu diketahui persiapan-persiapan aplikasi pendukung dalam membangun aplikasi informasi sederhana.

Flutter for Beginners

Build Mobile Apps with Ionic 4 and Firebase

Professional Android

Professional Android 4 Application Development

The Big Nerd Ranch Guide

If you are a web developer, this handy guide will empower you to quickly learn the fundamentals of AngularJS development and deployment.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>

Develop a fully functional and dynamic Android application using the latest features of Firebase Key Features Explore all the latest tools in Firebase—Firebase Firestore, ML-Kit, and Firebase Predictions Master Firebase cloud messaging, remote configuration, and work with a real-time database Make your app a global success with the help of Google Analytics and AdMob Book Description Firebase offers a wide spectrum of tools and services to help you develop high-quality apps in a short period of time. It also allows you to build web and mobile apps quickly without managing the infrastructure. Mastering Firebase for Android Development takes you through the complete toolchain of Firebase, including the latest tools announced in Google IO 2018 such as Firebase ML-Kit, FireStore, and Firebase Predictions. The book begins by teaching you to configure your development environment with Firebase and set up a different structure for a Firebase real-time database. As you make your way through the chapters, you'll establish the authentication feature in Android and explore email and phone authentication for managing the on-boarding of users. You'll be taken through topics on Firebase crash reporting, Firebase functions, Firebase Cloud, Firebase Hosting, and Cloud Messaging for push notifications and explore other key areas in depth. In the concluding chapters, you will learn to use Firebase Test Lab to test your application before using Firebase Performance Monitoring to trace performance setbacks. By the end of the book, you will be well equipped with the Firebase ecosystem, which will help you find solutions to your common application development challenges. What you will learn Learn about Firebase push notifications and write backend functionalities Identify the root cause of an application crash and diagnose and fix bugs Store different Multipurpose Internet Mail Extension(MIME) type files Explore web hosting and connect the Firebase functions to the host website Send push notifications and understand the deep integration of analytics tools and cohorts Market and monetize your application using Firebase Adwords and Admob Build a secure authentication framework while enhancing the sign-in and on-boarding experience for end users Who this book is for Mastering Firebase for Android Development is for individuals looking to extend their skills with Firebase and build faster, scalable, and real-time mobile applications. Basic understanding of Android programming is necessary. In all, this in-depth guide is an accessible pathway to mastering Firebase.

Plan how to build a better app, grow it into a business, and earn money from your hard work using Firebase. In this book, Laurence Moroney, Staff Developer Advocate at Google, takes you through each of the 15 Firebase technologies, showing you how to use them with concrete examples. You'll see how to build cross-platform apps with the three pillars of the Firebase platform: technologies to help you develop apps with a real-time database, remote configuration, cloud messaging, and more; grow your apps with user sharing, search integration, analytics, and more; and earn from your apps with in-app advertising. After reading The Definitive Guide to Firebase, you'll come away empowered to make the most of this technology that helps you build better cross-platform mobile apps using either native Android or JavaScript-based web apps and effectively deploy them in a cloud environment. What You'll Learn Use the real-time database for a codeless middleware that gives online and offline data for syncing across your users' devices Master Firebase Cloud Messaging, a technology that delivers to connected devices in less than 500ms Grow your app organically with technologies such App Indexing, App Invites, and Dynamic Links Understand problems when they arise with crash reporting Fix user problems without direct access to users' devices Tie it all together with analytics that give you great intelligence about how users interact with your app Who This Book Is For Experienced Android, mobile app developers new to Firebase. This book is also for experienced web developers looking to build and deploy web apps for smartphones and tablets, too, who may be new or less experienced with mobile programming.

The Non-Developers Guide to Building Business Mobile Applications

Flutter Projects

Your journey to master Firebase in JavaScript

An introductory guide to building cross-platform mobile applications with Flutter and Dart 2

Over 70 recipes to help you create real-time web and mobile applications with Firebase

Android 7 Edition

Create reliable, robust, and efficient Android apps with industry-standard design patterns About This Book Create efficient object interaction patterns for faster and more efficient Android development Get into efficient and fast app development and start making money from your android apps Implement industry-standard design patterns and best practices to reduce your app development time drastically Who This Book Is For This book is intended for Android developers who have some basic android development experience. Basic Java programming knowledge is a must to get the most out of this book. What You Will Learn Build a simple app and run it on real and emulated devices Explore the WYSIWYG and XML approaches to material design provided within Android Studio Detect user activities by using touch screen listeners, gesture detection, and reading sensors Apply transitions and shared

elements to employ elegant animations and efficiently use the minimal screen space of mobile devices Develop apps that automatically apply the best layouts for different devices by using designated directories Socialize in the digital word by connecting your app to social media Make your apps available to the largest possible audience with the AppCompat support library In Detail Are you an Android developer with some experience under your belt? Are you wondering how the experts create efficient and good-looking apps? Then your wait will end with this book! We will teach you about different Android development patterns that will enable you to write clean code and make your app stand out from the crowd. The book starts by introducing the Android development environment and exploring the support libraries. You will gradually explore the different design and layout patterns and get to know the best practices of how to use them together. Then you'll then develop an application that will help you grasp activities, services, and broadcasts and their roles in Android development. Moving on, you will add user-detecting classes and APIs such as gesture detection, touch screen listeners, and sensors to your app. You will also learn to adapt your app to run on tablets and other devices and platforms, including Android Wear, auto, and TV. Finally, you will see how to connect your app to social media and explore deployment patterns as well as the best publishing and monetizing practices. The book will start by introducing the Android development environment and exploring the support libraries. You will gradually explore the different Design and layout patterns and learn the best practices on how to use them together. You will then develop an application that will help you grasp Activities, Services and Broadcasts and their roles in Android development. Moving on, you will add user detecting classes and APIs such as at gesture detection, touch screen listeners and sensors to our app. You will also learn to adapt your app to run on tablets and other devices and platforms, including Android Wear, Auto, and TV. Finally, you will learn to connect your app to social media and explore deployment patterns and best publishing and monetizing practices. Style and approach This book takes a step-by-step approach. The steps are explained using real-world practical examples. Each chapter uses case studies where we show you how using design patterns will help in your development process.

Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and stateful Exercise expert control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is For Developers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

Fully updated for Android Studio 2, 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 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 2, Instant Run and the new AVD emulator environment, are also covered in detail. 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.

Apply Lean startup methodologies to develop successful iOS and Android apps

A practical, project-based guide to building real-world cross-platform mobile applications and games

Mobile App Development with Ionic 2

Create Cross-Platform Mobile Apps

Mastering Firebase for Android Development

Cross-Platform Apps with Ionic, Angular, and Cordova

Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-

example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, Android Programming for Beginners is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

This textbook is about learning Android and developing native apps using the Java programming language. It follows Java and Object-Oriented (OO) programmers' experiences and expectations and thus enables them to easily map Android concepts to familiar ones. Each chapter of the book is dedicated to one or more Android development topics and has one or more illustrating apps. The topics covered include activities and transitions between activities, Android user interfaces and widgets, activity layouts, Android debugging and testing, fragments, shared preferences, SQLite and firebase databases, XML and JSON processing, the content provider, services, message broadcasting, async task and threading, the media player, sensors, Android Google maps, etc. The book is intended for introductory or advanced Android courses to be taught in one or two semesters at universities and colleges. It uses code samples and exercises extensively to explain and clarify Android coding and concepts. It is written for students and programmers who have no prior Android programming knowledge as well as those who already have some Android programming skills and are excited to study more advanced concepts or acquire a deeper knowledge and understanding of Android programming. All the apps in the book are native Android apps and do not need to use or include third-party technologies to run.

Kotlin / Android Studio 3.0 Development Essentials - Android 8 Edition

The Definitive Guide to Firebase

Android Programming

Android Studio 2.2 Development Essentials - Android 7 Edition

Android Studio 2.3 Development Essentials - Android 7 Edition (Upgrade)

Build real-time, scalable, and cloud-enabled Android apps with Firebase