

Building Android Apps In Easy Steps Using App Inventor

What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

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.

Unique and clever ideas are important when building a hot-selling Android app, but the real drivers for success are speed, efficiency, and power management. With this practical guide, you'll learn the major performance issues confronting Android app developers, and the tools you need to diagnose problems early. Customers are finally realizing that apps have a major role in the performance of their Android devices. Author Doug Sillars not only shows you how to use Android-specific testing tools from companies including Google, Qualcomm, and AT&T, but also helps you explore potential remedies. You'll discover ways to build apps that run well on all 19,000 Android device types in use. Understand how performance issues affect app sales and retention Build an Android device lab to maximize UI, functional, and performance testing Improve the way your app interacts with device hardware Optimize your UI for fast rendering, scrolling, and animations Track down memory leaks and CPU issues that affect performance Upgrade communications with the server, and learn how your app performs on slower networks Apply Real User Monitoring (RUM) to ensure that every device is delivering the optimal user experience

This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions.Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: www.android-java.website.

Learning Android

App Inventor

Making and Marketing Apps that Succeed on Google Play, Amazon Appstore and More

Android Programming with Kotlin for Beginners

Build Android Apps Quickly and Effectively

Building Android Apps in easy steps, 2nd edition

Seiring perkembangan Android hingga versi terbaru, Android 6.0 Marshmallow, Android semakin memanjakan user-nya dengan keunggulan-keunggulan yang dimilikinya. Sehingga, user Android, semakin hari semakin bertambah. Peluang ini tentu tidak luput dari para apps developer yang mulai menjamur untuk memudahkan user melakukan semua kegiatan mereka hanya dengan satu jari. Apa Anda termasuk yang ingin mengambil kesempatan ini dan mengisi pundi-pundi dari apps Anda? Atau, Anda sekadar ingin mencari referensi untuk mengerjakan tugas akhir dalam membangun Android Apps Anda? Jika jawabannya YA, Anda sudah mendapatkan buku yang tepat untuk membantu mewujudkannya. Mulai dari mengenalkan Anda pada Android, selanjutnya Anda akan diajak mengenal Android Atudio, bagaimana cara menginstal Android Studio, Migrasi Eclipse ADT ke Android Studio, Menggunakan Emulator GenyMotion, App Inventor, PhoneGap, dan GDK (Glass Development Kit). Berikutnya, Anda akan dipandu membuat “ Hello World ” pada Android Studio, melakukan compile dan build pada Emulator dan device, mempelajari SQLite (database). Dan, yang paling penting, Anda akan dipandu membuat Android Apps dengan tipe Multiplayer Games dan Google Maps based Apps. Akhir kata, let's build your Android Apps!

Building Android Apps in easy steps, 2nd editionCovers App Inventor 2In Easy Steps

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/2aAddendum.pdf>.

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.

Learn Android App Development

39 Engineering Challenges

Android Apps for Absolute Beginners

Android App Development in Android Studio

Android Tablet Application Development For Dummies

How to Build Android Apps with Kotlin

Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage of the Android smartphone's handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more.

Start building native Android apps the modern way in Kotlin with Jetpack's expansive set of tools, libraries, and best practices. Learn how to create efficient, resilient views with Fragments and share data between the views with ViewModels. Use Room to persist valuable data quickly, and avoid NullPointerExceptions and Java's verbose expressions with Kotlin. You can even handle asynchronous web service calls elegantly with Kotlin coroutines. Achieve all of this and much more while building two full-featured apps, following detailed, step-by-step instructions.With Kotlin and Jetpack, Android development is now smoother and more enjoyable than ever before. Dive right in by developing two complete Android apps. With the first app, Penny Drop, you create a full game complete with random die rolls, customizable rules, and AI opponents. Build lightweight Fragment views with data binding, quickly and safely update data with ViewModel classes, and handle all app navigation in a single location. Use Kotlin with Android-specific Kotlin extensions to efficiently write null-safe code without all the normal boilerplate required for pre-Jetpack + Kotlin apps. Persist and retrieve data as full objects with the Room library, then display that data with ViewModels and list records in a RecyclerView. Next, you create the official app for the Android Baseball League. It's a fake league but a real app, where you use what you learn in Penny Drop and build up from there. Navigate all over the app via a Navigation Drawer, including specific locations via Android App Links. Handle asynchronous and web service calls with Kotlin Coroutines, display that data smoothly with the Paging library, and send notifications to a user's phone from your app. Come build Android apps the modern way with Kotlin and Jetpack! What You Need: You'll need the Android SDK, a text editor, and either a real Android device or emulator for testing. While not strictly required, it's assumed you're using Android Studio, which comes with the Android SDK and simplifies creating an emulator. Also, a few examples require JDK 1.8 or later, though all of these pieces can be completed in other ways when using JDK 1.6.

Create Android apps without Code you can create your own android apps using Thinkable - drag and drop programming, without involving much of coding. This book introduces you to Thinkable - very much similar to MIT app Inventor 2 but with more features than MIT app inventor. Learn App building basics hands-on with step-by-step instructions building more than a dozen fun projects. Some the apps you will build using this book as follows: Talk to Me app Converting Speech to Text Shake To Speak Convert any website into an Android app Create a Flash light app Create a Camera app Create a Video Recorder app RGB color Mixer app Simple Random Number Dice app Track your Daily step app

Android Application Development For Dummies All-In-One, 3rd Edition gathers six Android For Dummies mini-books into one friendly guide. You'll go from Android newbie all the way to confident programmer and learn to develop apps for the world's largest smart phone market. Kotlin experts Barry Burd and John Paul Mueller introduce you to Android programming from start to finish! Like all For Dummies books, this guide is written with clear explanations and careful organization, so non-technical readers and experienced programmers alike can get up to speed quickly. This new edition covers the latest features and enhancements to the Android platform. learn how to develop apps for all sorts of devices including: your smartphone, tablet, wearables, TV, auto, and Internet of Things (IoT)s like your refrigerator Discover the new Kotlin programming language, which makes development easier Create apps even faster than before using the new techniques found in this book Develop apps for the largest smartphone market to reach the biggest possible audience This book focuses on Android 10, the newest and most flexible Android platform. Get started turning your app development dreams into reality today!

Building Android Apps with HTML, CSS, and JavaScript

Head First Android Development

A Hands-On Introduction to Programming

Learn Java the Easy Way

Building Android Apps

A Hands-on Guide to Building Android Applications

The growing but still evolving success of the Android platform has ushered in a second mobile technology [gold rush] for app developers. Google Play and Amazon Appstore for Android apps has become the second go-to apps eco for today's app developers. While not yet as large in terms of number of apps as iTunes, Google Play and Amazon Appstore have so many apps that it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, this new and improved book from Apress, The Business of Android Apps Development, Second Edition, tells you today's story on how to make money on Android apps. This book shows you how to take your app from idea to design to development to distribution and marketing your app on Google Play or Amazon Appstore. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops!perfect for independent developers on shoestring budgets. It even shows you how to get interest from venture capitalists and how they view a successful app vs. the majority of so-so to unsuccessful apps in Android. No prior business knowledge is required. This is the book you wish you had read before you launched your first app! What you'll learn How to take your app from idea to design to development to distributing and marketing your app on Google Play or Amazon Appstore How do Venture Capitalists validate new App Ideas, and use their techniques. How to monetize your app: Freemium, ads, in-app purchasing and more What are the programming tips and tricks that help you sell your app How to optimize your app for the marketplace How to marketing your app How to listen to your customer base, and grow your way to greater revenue Who this book is for This book is for those who have an idea for an app, but otherwise may know relatively little about entrepreneurship, app development, or even business in general. You should be able to pick up this book and feel like someone is holding your hand as they go through the process of evaluating your idea, learning to code, placing your app in the marketplace, marketing your app, and finally, improving your app to meet the needs of your customer base. Table of Contents1. The Android Market: A Background 2. Making Sure Your App Will Succeed 3. Legal Issues: Better Safe Than Sorry 4. A Brief Introduction to Android Development 5. Develop Apps Like a Pro 6. Making Money with Ads on Your Application 7. In-App Billing: Putting A Store in Your Application 8. Making App Marketplaces Work for You 9. Getting The Word Out 10. After You Have A User Base

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Learn the Java and Android skills you need to start developing powerful mobile applications with the help of actionable steps Key FeaturesKick-start your Android programming career or just have fun publishing apps to the Google Play marketplaceGet a first principles introduction to using Java and Android and prepare to start building your own apps from scratchLearn by example by building four real-world apps and dozens of mini appsBook Description Do you want to make a career in programming but don't know where to start? Do you have a great idea for an app but don't know how to make it a reality? Or are you worried that you'll have to learn Java programming to become an Android developer? Look no further! This new and expanded third edition of Android Programming for Beginners will be your guide to creating Android applications from scratch. The book starts by introducing you to all the fundamental concepts of programming in an Android context, from the basics of Java to working with the Android API. You'll learn with the help of examples that use up-to-date API classes and are created within Android Studio, the official Android development environment that helps supercharge your mobile application development process. After a crash course on the key programming concepts, you'll explore Android programming and get to grips with creating applications with a professional-standard UI using fragments and storing user data with SQLite. This Android Java book also shows you how you can make your apps multilingual, draw on the screen with a finger, and work with graphics, sound, and animations. By the end of this Android programming book, you'll be ready to start building your own custom applications in Android and Java. What you will learnUnderstand the fundamentals of coding in Java for AndroidInstall and set up your Android development environmentBuild functional user interfaces with the Android Studio visual designerAdd user interaction, data captures, sound, and animation to your appsManage your apps' data using the built-in Android SQLite databaseExplore the design patterns used by professionals to build top-grade applicationsBuild real-world Android applications that you can deploy to the Google Play marketplaceWho this book is for This Android book is for you if you are completely new to Java, Android, or programming and want to get started with Android app development. If you have experience of using Java on Android, this book will serve as a refresher to help you advance your knowledge and make progress through the early projects covered in the book.

Bring your big ideas to the small screen with this one-of-a-kind guide to creating amazing Android applications The Android OS continues to rapidly expand offering app developers access to one of the largest platforms available, and this easy-to-follow guide walks you through the development process step by step. In this new edition of the bestselling Android Application Development For Dummies, Android programming experts Michael Burton and Donn Felker explain how to download the SDK, get Eclipse up and running, code Android applications, and share your finished products with the world. Featuring two sample programs, this book explores everything from the simple basics to advanced aspects of Android application development. Walks you through all the steps in

developing applications for the Android platform, including the latest Android features like scrollable widgets, enhanced UI tools, social media integration, and new calendar and contact capabilities Starts off with downloading the SDK, then explains how to bring your applications to life and submit your work to the Android Market Includes real-world advice from expert programmers Donn Felker and Michael Burton, who break every aspect of the development process down into practical, digestible pieces Whether you're new to Android development or already on your way, Android Application Development For Dummies, 2nd Edition is the guide you need to dig into the app dev process!

Build Your Own Apps - No Experience Required!

Android Application Development All-in-One For Dummies

Develop Mobile Apps Using Java and Eclipse

Build Android Apps Without Coding

Java + Android Edition for Beginners

Kotlin and Android Development featuring Jetpack

If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a broader reach. Learn the basics for making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQueryTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer, geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at <http://labs.oreilly.com/ofps.html>.

Provides information on using App Inventor to build and deploy applications for Android devices.

Build Android N applications using modern techniques and libraries to get your own high-quality apps published on Google Play in no time About This Book Get started with Android development, from the installation of required tools to publishing to the market Make your applications Android N ready--Android has evolved quite a lot since the very beginning and so has their Software Development Kit--so get up to speed Save time and improve the quality of your applications with widely used open source libraries and dependency management Who This Book Is For Want to get started with Android development? Start here. What You Will Learn Get to know how to use popular open source libraries to reduce time to market and avoid re-inventing the wheel Automate your application's testing phase to avoid last minute crashes Use dependency management to properly keep dependencies and updates under control Efficiently show huge amounts of items in a list Forget about memory and speed concerns Publish and monetize your Android applications on Google Play Persist your application data so it can continue working in offline mode Don't let the UX break because of network issues In Detail The mobile app market is huge. But where do you start? And how you can deliver something that takes Google Play by storm? This guide is the perfect route into Android app development - while it's easy for new apps to sink without a trace, we'll give you the best chance of success with practical and actionable guidance that will unlock your creativity and help you put the principles of Android development into practice. From the fundamentals and getting your project started to publishing your app to a huge market of potential customers, follow this guide to become a confident, creative and reliable mobile developer. Get to grips with new components in Android 7 such as RecyclerView, and find out how to take advantage of automated testing, and, of course, much, much more. What are you waiting for? There's never been a better time - or a better way - to get into Android app development. Style and approach More than just a manual, this is an accessible route into Android development. Packed with examples that demonstrate how to put key concepts and ideas into practice, this guide isn't just about learning, it's about immediate development.

Previous edition: published as Building Android apps. 2012.

Building Android Apps in Python Using Kivy with Android Studio

Android Application Development For Dummies

Learning MIT App Inventor

Programming Android

Android Programming for Beginners

Let's Build Your Android Apps with Android Studio

Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/ collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps.

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

A Hands-On Guide to Building Your Own Android Apps

Improve Ratings with Speed, Optimizations, and Testing

Building Android Apps in Easy Steps

A hands-on guide to developing, testing, and publishing your first apps with Android

With Pyjnius, Plyer, and Buildozer

Android App Development

Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them--and the rest of the Andorid SDK--for programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

Master the fundamentals of Android programming and apply your skills to create scalable and reliable apps using industry best practices Key FeaturesBuild apps with Kotlin, Google's preferred programming language for Android developmentUnlock solutions to development challenges with guidance from experienced Android professionalsImprove your apps by adding valuable features that make use of advanced functionalityBook Description Are you keen to get started building Android 11 apps, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help kick-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. Moving ahead, you'll get to grips with testing, learn how to keep your architecture clean, understand how to persist data, and gain basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bite-size exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin. What you will learnCreate maintainable and scalable apps using KotlinUnderstand the Android development lifecycleSimplify app development with Google architecture componentsUse standard libraries for dependency injection and data parsingApply the repository pattern to retrieve data from outside sourcesPublish your app on the Google Play storeWho this book is for If you want to build your own Android applications using Kotlin but are unsure of how to begin, then this book is for you. To easily grasp the concepts in this book, it is recommended that you already have a basic understanding of Kotlin, or experience in a similar programming language and a willingness to brush up on Kotlin before you start.

Get up to speed on the hottest opportunity in the application development arena App development for tablets is a booming business. Android tablets, including the popular Motorola Xoom, are gaining market share at breakneck speed, and this book can have even novice programmers creating great Android apps specifically for tablets quickly and easily. A little Java knowledge is helpful but not essential to get started creating apps. Android expert Donn Felker helps you get the Android environment up and running, use XML to create application menus, create an icon for your app, and submit your app to the Android Market. You'll also learn to create an SQLite database to run behind your app and how to allow users to tailor your app to their needs. Tablet application development is booming, and Android tablets, including the Samsung Galaxy Tab and Motorola Xoom, are rapidly gaining market share This easy-to-follow guide helps new and veteran programmers set up the Android tablet environment, work with Google's notification system, and design apps that take advantage of larger tablet screens Covers using XML to create application menus, creating an icon for your app, and submitting your app to the Android Market Demonstrates notifications, how to create an SQLite database to run behind an application, and how to set up your app so users can choose options that tailor the app to their individual needs If you want to break into the growing Android tablet application development market, look no further than Android Tablet Application Development For Dummies!

Presents instructions for creating Android applications for mobile devices using Java.

Applying Native Device APIs

App Inventor 2

Building a Mobile App

High Performance Android Apps

Building Mobile Apps at Scale

With MIT's App Inventor 2, anyone can build complete, working Android apps---without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces---not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theappplanet.com/appinventor Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

Have you ever wondered how to create an app for Android devices? Here's your chance to find out! Android has become the dominant operating system for smartphones and a host of connected devices. Building Android Apps in easy steps, 2nd edition will help you develop your own brilliant Android App using the popular Android App Inventor 2. Your App idea can now become a reality! Assuming no prior knowledge of any programming language, Building Android Apps in easy steps, 2nd edition is ideal for newcomers wanting to easily create apps for Android devices, as well as programmers and web developers looking to quickly expand their skill set. Starting from setting up your computer to develop and test your Android apps, Building Android Apps in easy steps, 2nd edition shows how to create graphical interfaces; define application properties; add interactivity; integrate with the web; build and deploy complete Android apps and more - all using simple drag-and-drop blocks - and demonstrated here by examples. Each chapter builds your knowledge so by the end of the book you'll have gained a sound understanding of application development for the Android platform. Use Building Android Apps in easy steps to create your own Android apps without doing any coding! Covers App Inventor 2 (released December 2013).

Build HTML5-based hybrid applications for Android with a mix of native Java and JavaScript components, without using third-party libraries and wrappers such as PhoneGap or Titanium. This concise, hands-on book takes you through the entire process, from setting up your development environment to deploying your product to an app store. Learn how to create apps that have access to native APIs, such as location, vibrator, sensors, and the camera, using a JavaScript/Java bridge--and choose the language that gives you better performance for each task. If you have experience with HTML5 and JavaScript, you'll quickly discover why hybrid app development is the wave of the future. Set up a development environment with HTML, CSS, and JavaScript tools Create your first hybrid Android project, using Eclipse IDE Use the WebView control to host your hybrid application Explore hybrid application architecture, including JavaScript/Java communication Build single-page applications, using JavaScript libraries such as Backbone and Underscore Get optimization tips and useful snippets for CSS, DOM, and JavaScript Distribute your application to Google Play and the Amazon Appstore

Android App Development is written for the Android programming course and takes a building block approach, presenting a real app from start to finish in each chapter. Each chapter is broken down into manageable topics, demonstrating a topic and then a working app.

Android App Development For Dummies

Design and Program Your Own App!

Android Programming

Android Apps with App Inventor

Create Your Own Android Apps

Learning Android Application Programming

Start building Python-based Android applications using Kivy with Android Studio. Through in-depth examples, this book teaches you everything you need to create your first Android application in Python and publish on Google Play. Building Android Apps in Python Using Kivy with Android Studio takes you through the basics of Kivy by discussing its application structure, widgets, and event handling. The KV language is then introduced for separating the logic and GUI by adding widgets within a KV file. You will then learn how to utilize Android camera using Kivy, build the HTTP server using Flask, and create and manage multiple screens to help you design your own applications. Through detailed step-by-step instructions, you will create your first multi-level cross-platform game that includes animation and sound effects. Following this, the process of converting the Kivy application into an Android application using Buildozer and Python-4-Android is covered in detail. You will then learn how to edit the generated Android Studio project into Android Studio by adding extensions to the original application. The widgets added in Kivy could be handled within Android Studio. Moreover, Android views could be added to enrich the Kivy application. The resulting Android application created with Kivy can be hosted on Google Play to download and install as a regular Android application. At the end, this book will give you the basic knowledge of Kivy needed to build cross-platform Android applications, produce an Android Studio project, and understand how it all works in detail. What You Will Learn Build cross-platform applications from scratch using Kivy in detailCreate a cross-platform interactive multi-level game from the ground upExamine the pipeline of building an Android app from the Python Kivy appUnderstand the structure of the Android Studio project produced by KivyRecognize how to extend the application within Android Studio by adding more Android views to the application main activity. Who This Book Is For Python developers with no previous experience in Kivy who are looking to create their first Android application completely in Python.

Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.

Coding is cool, and these fun projects help you get started today! Building a Mobile App offers basic lessons in Android development, designed specifically for kids! Three fun projects walk you through basic coding skills using MIT's App Inventor---a free, online programming tool that uses a simple block style language that makes coding easy to learn. No long chapters to read, and no homework---just dive right in! You'll begin with a basic project that shows you how to make an app that works; next, you'll put those skills to work on a photo editing app that takes your skills to the next level. Finally, you'll level up one more time to become a Game Maker---that's right, you'll actually build a mobile game that you can send to your friends! Each project includes step-by-step directions and plenty of graphics to help you stay on track, and easy-to-read instructions help you complete each project frustration-free. App building can get pretty complicated, but it doesn't have to start out that way. Start small to pick up the basics quickly, and you'll be coding in no time! This book helps you get started quickly and easily, with a focus on fun. Build your own Android mobile apps using a free online platform! Code everything yourself, including buttons, screens, and interactions! Build an app that lets you draw on pictures you take! Create a simple, interactive game you can share with your friends! Adults all over the world turn to For Dummies books for clear instruction with a sense of humor; the Dummies Junior books bring that same "learning is fun" attitude to kids, with projects designed specifically for a kid's interests, needs, and skill level. Building a Mobile App gets kids coding quickly, with fun

projects they'll be happy to show off!

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Covers App Inventor 2

Learning Android Application Development

App Inventor for Android

The Business of Android Apps Development

The Big Nerd Ranch Guide

Android Cookbook

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by experts who have taught this mobile platform to hundreds of developers in large organizations and startups alike, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. Throughout the book, you'll build a Twitter-like application, adding new features with each chapter. You'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Become familiar with the Android platform and how it fits into the mobile ecosystem Dive into the Android stack, including its application framework and the APK application package Learn Android's building blocks: Activities, Intents, Services, Content Providers, and Broadcast Receivers Create basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application

Anybody can start building simple apps for the Android platform, and this book will show you how! Android Apps for Absolute Beginners takes you through the process of getting your first Android applications up and running using plain English and practical examples. It cuts through the fog of jargon and mystery that surrounds Android application development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your apps running as soon as possible

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

Wis>Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you're done, you'll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include Installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geoposition Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia center, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informit.com/title/9780321812704

Get Started with Android Apps Using Thinkable - Mit App Inventor

The Fast and Easy Way to Build Android Apps

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

Learn Android Studio

Building Hybrid Android Apps with Java and JavaScript

Build in-depth, full-featured Android apps starting from zero programming experience, 3rd Edition