

1. Record Nr.	UNINA9910151650603321
Autore	Deitel Paul
Titolo	Android : how to program / / Paul Deitel, Harvey Deitel, Abbey Deitel
Pubbl/distr/stampa	Boston : , : Pearson, , [2015] ©2015
ISBN	0-273-79387-X
Edizione	[Second, global edition.]
Descrizione fisica	1 online resource (736 pages) : illustrations
Collana	How to program
Disciplina	005.3
Soggetti	Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover -- Title -- Copyright -- Contents -- Preface -- Before You Begin -- 1 Introduction to Android -- 1.1 Introduction -- 1.2 Android-The World's Leading Mobile Operating System -- 1.3 Android Features -- 1.4 Android Operating System -- 1.4.1 Android 2.2 (Froyo) -- 1.4.2 Android 2.3 (Gingerbread) -- 1.4.3 Android 3.0 through 3.2 (Honeycomb) -- 1.4.4 Android 4.0 through 4.0.4 (Ice Cream Sandwich) -- 1.4.5 Android 4.1-4.3 (Jelly Bean) -- 1.4.6 Android 4.4 (KitKat) -- 1.5 Downloading Apps from Google Play -- 1.6 Packages -- 1.7 Android Software Development Kit (SDK) -- 1.8 Object-Oriented Programming: A Quick Refresher -- 1.8.1 The Automobile as an Object -- 1.8.2 Methods and Classes -- 1.8.3 Instantiation -- 1.8.4 Reuse -- 1.8.5 Messages and Method Calls -- 1.8.6 Attributes and Instance Variables -- 1.8.7 Encapsulation -- 1.8.8 Inheritance -- 1.8.9 Object-Oriented Analysis and Design (OOAD) -- 1.9 Test-Driving the Doodlz App in an Android Virtual Device (AVD) -- 1.9.1 Running the Doodlz App in the Nexus 4 Smartphone AVD -- 1.9.2 Running the Doodlz App in a Tablet AVD -- 1.9.3 Running the Doodlz App on an Android Device -- 1.10 Building Great Android Apps -- 1.11 Android Development Resources -- 1.12 Wrap-Up -- 2 Welcome App -- 2.1 Introduction -- 2.2 Technologies Overview -- 2.2.1 Android Developer Tools IDE -- 2.2.2 TextViews and ImageView -- 2.2.3 App Resources -- 2.2.4 Accessibility -- 2.2.5 Internationalization -- 2.3 Creating an App -- 2.3.1 Launching the Android Developer Tools IDE -- 2.3.2 Creating a New Project -- 2.3.3 New Android Application Dialog -- 2.3.4

Configure Project Step -- 2.3.5 Configure Launcher Icon Step -- 2.3.6
Create Activity Step -- 2.3.7 Blank Activity Step -- 2.4 Android
Developer Tools Window -- 2.4.1 Package Explorer Window -- 2.4.2
Editor Windows -- 2.4.3 Outline Window -- 2.4.4 App Resource Files.
2.4.5 Graphical Layout Editor -- 2.4.6 The Default GUI -- 2.5 Building
the App's GUI with the Graphical Layout Editor -- 2.5.1 Adding Images
to the Project -- 2.5.2 Changing the Id Property of the RelativeLayout
and the TextView -- 2.5.3 Configuring the TextView -- 2.5.4 Adding
ImageViews to Display the Images -- 2.6 Running the Welcome App --
2.7 Making Your App Accessible -- 2.8 Internationalizing Your App --
2.9 Wrap-Up -- 3 Tip Calculator App -- 3.1 Introduction -- 3.2 Test-
Driving the Tip Calculator App -- 3.3 Technologies Overview -- 3.3.1
Class Activity -- 3.3.2 Activity Lifecycle Methods -- 3.3.3 Arranging
Views with LinearLayout and GridLayout -- 3.3.4 Creating and
Customizing the GUI with the Graphical Layout Editor and the Outline
and Properties Windows -- 3.3.5 Formatting Numbers as Locale-
Specific Currency and Percentage Strings -- 3.3.6 Implementing
Interface TextWatcher for Handling EditText Text Changes -- 3.3.7
Implementing Interface OnSeekBarChangeListener for Handling SeekBar
Thumb Position Changes -- 3.3.8 AndroidManifest.xml -- 3.4 Building
the App's GUI -- 3.4.1 GridLayout Introduction -- 3.4.2 Creating the
TipCalculator Project -- 3.4.3 Changing to a GridLayout -- 3.4.4
Adding the TextViews, EditText, SeekBar and LinearLayouts -- 3.4.5
Customizing the Views to Complete the Design -- 3.5 Adding
Functionality to the App -- 3.6 AndroidManifest.xml -- 3.7 Wrap-Up
-- 4 Twitter® Searches App -- 4.1 Introduction -- 4.2 Test-Driving the
App -- 4.2.1 Importing the App and Running It -- 4.2.2 Adding a
Favorite Search -- 4.2.3 Viewing Twitter Search Results -- 4.2.4 Editing
a Search -- 4.2.5 Sharing a Search -- 4.2.6 Deleting a Search -- 4.2.7
Scrolling Through Saved Searches -- 4.3 Technologies Overview --
4.3.1 ListView -- 4.3.2 ListActivity -- 4.3.3 Customizing a ListActivity's
Layout -- 4.3.4 ImageButton -- 4.3.5 SharedPreferences.
4.3.6 Intents for Launching Other Activities -- 4.3.7 AlertDialog --
4.3.8 AndroidManifest.xml -- 4.4 Building the App's GUI -- 4.4.1
Creating the Project -- 4.4.2 activity_main.xml Overview -- 4.4.3
Adding the GridLayout and Components -- 4.4.4 Graphical Layout
Editor Toolbar -- 4.4.5 ListView Item's Layout: list_item.xml -- 4.5
Building the MainActivity Class -- 4.5.1 package and import Statements
-- 4.5.2 Extending ListActivity -- 4.5.3 Fields of Class MainActivity --
4.5.4 Overriding Activity Method onCreate -- 4.5.5 Anonymous Inner
Class That Implements the saveButton's OnClickListener to Save a New
or Updated Search -- 4.5.6 addTaggedSearch Method -- 4.5.7
Anonymous Inner Class That Implements the ListView's
OnItemClickListener to Display Search Results -- 4.5.8 Anonymous
Inner Class That Implements the ListView's OnItemLongClickListener to
Share, Edit or Delete a Search -- 4.5.9 shareSearch Method -- 4.5.10
deleteSearch Method -- 4.6 AndroidManifest.xml -- 4.7 Wrap-Up -- 5
Flag Quiz App -- 5.1 Introduction -- 5.2 Test-Driving the Flag Quiz
App -- 5.2.1 Importing the App and Running It -- 5.2.2 Configuring
the Quiz -- 5.2.3 Taking the Quiz -- 5.3 Technologies Overview --
5.3.1 Menus -- 5.3.2 Fragments -- 5.3.3 Fragment Lifecycle Methods
-- 5.3.4 Managing Fragments -- 5.3.5 Preferences -- 5.3.6 assets
Folder -- 5.3.7 Resource Folders -- 5.3.8 Supporting Different Screen
Sizes and Resolutions -- 5.3.9 Determining the Screen Size -- 5.3.10
Toasts for Displaying Messages -- 5.3.11 Using a Handler to Execute a
Runnable in the Future -- 5.3.12 Applying an Animation to a View --
5.3.13 Logging Exception Messages -- 5.3.14 Using an Explicit Intent
to Launch Another Activity in the Same App -- 5.3.15 Java Data

Structures -- 5.4 Building the GUI and Resource Files -- 5.4.1 Creating the Project -- 5.4.2 strings.xml and Formatted String Resources
5.4.3 arrays.xml -- 5.4.4 colors.xml -- 5.4.5 dimens.xml -- 5.4.6 activity_settings.xml Layout -- 5.4.7 activity_main.xml Layout for Phone and Tablet Portrait Orientation -- 5.4.8 fragment_quiz.xml Layout -- 5.4.9 activity_main.xml Layout for Tablet Landscape Orientation -- 5.4.10 preferences.xml for Specifying the App's Settings -- 5.4.11 Creating the Flag Shake Animation -- 5.5 MainActivity Class -- 5.5.1 package Statement, import Statements and Fields -- 5.5.2 Overridden Activity Method onCreate -- 5.5.3 Overridden Activity Method onStart -- 5.5.4 Overridden Activity Method onCreateOptionsMenu -- 5.5.5 Overridden Activity Method onOptionsItemSelected -- 5.5.6 Anonymous Inner Class That Implements OnSharedPreferenceChangeListener -- 5.6 QuizFragment Class -- 5.6.1 package Statement and import Statements -- 5.6.2 Fields -- 5.6.3 Overridden Fragment Method onCreateView -- 5.6.4 Method updateGuessRows -- 5.6.5 Method updateRegions -- 5.6.6 Method resetQuiz -- 5.6.7 Method loadNextFlag -- 5.6.8 Method getCountryName -- 5.6.9 Anonymous Inner Class That Implements OnClickListener -- 5.6.10 Method disableButtons -- 5.7 SettingsFragment Class -- 5.8 SettingsActivity Class -- 5.9 AndroidManifest.xml -- 5.10 Wrap-Up -- 6 Cannon Game App -- 6.1 Introduction -- 6.2 Test-Driving the Cannon Game App -- 6.3 Technologies Overview -- 6.3.1 Attaching a Custom View to a Layout -- 6.3.2 Using the Resource Folder raw -- 6.3.3 Activity and Fragment Lifecycle Methods -- 6.3.4 Overriding View Method onTouchEvent -- 6.3.5 Adding Sound with SoundPool and AudioManager -- 6.3.6 Frame-by-Frame Animation with Threads, SurfaceView and SurfaceHolder -- 6.3.7 Simple Collision Detection -- 6.3.8 Drawing Graphics Using Paint and Canvas -- 6.4 Building the App's GUI and Resource Files -- 6.4.1 Creating the Project -- 6.4.2 strings.xml -- 6.4.3 fragment_game.xml
6.4.4 activity_main.xml -- 6.4.5 Adding the Sounds to the App -- 6.5 Class Line Maintains a Line's Endpoints -- 6.6 MainActivity Subclass of Activity -- 6.7 CannonGameFragment Subclass of Fragment -- 6.8 CannonView Subclass of View -- 6.8.1 package and import Statements -- 6.8.2 Instance Variables and Constants -- 6.8.3 Constructor -- 6.8.4 Overriding View Method onSizeChanged -- 6.8.5 Method newGame -- 6.8.6 Method updatePositions -- 6.8.7 Method fireCannonball -- 6.8.8 Method alignCannon -- 6.8.9 Method drawGameElements -- 6.8.10 Method showGameOverDialog -- 6.8.11 Methods stopGame and releaseResources -- 6.8.12 Implementing the SurfaceHolder.Callback Methods -- 6.8.13 Overriding View Method onTouchEvent -- 6.8.14 CannonThread: Using a Thread to Create a Game Loop -- 6.9 Wrap-Up -- 7 Doodlz App -- 7.1 Introduction -- 7.2 Technologies Overview -- 7.2.1 Using SensorManager to Listen for Accelerometer Events -- 7.2.2 Custom DialogFragments -- 7.2.3 Drawing with Canvas and Bitmap -- 7.2.4 Processing Multiple Touch Events and Storing Lines in Paths -- 7.2.5 Android 4.4 Immersive Mode -- 7.2.6 GestureDetector and SimpleOnGestureListener -- 7.2.7 Saving the Drawing to the Device's Gallery -- 7.2.8 Android 4.4 Printing and the Android Support Library's PrintHelper Class -- 7.3 Building the App's GUI and Resource Files -- 7.3.1 Creating the Project -- 7.3.2 strings.xml -- 7.3.3 dimens.xml -- 7.3.4 Menu for the DoodleFragment -- 7.3.5 activity_main.xml Layout for MainActivity -- 7.3.6 fragment_doodle.xml Layout for DoodleFragment -- 7.3.7 fragment_color.xml Layout for ColorDialogFragment -- 7.3.8 fragment_line_width.xml Layout for LineWidthDialogFragment -- 7.3.9

Adding Class EraseImageDialogFragment -- 7.4 MainActivity Class --
7.5 DoodleFragment Class -- 7.6 DoodleView Class -- 7.7
ColorDialogFragment Class -- 7.8 LineWidthDialogFragment Class.
7.9 EraseImageDialogFragment Class.

Sommario/riassunto

Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 development for both introductory- and intermediate-level programming courses. The Deitels' App-driven, Live Code Approach is simply the best way to master Android programming! The Deitels teach Android programming through ten complete, working Android Apps. Each chapter presents new concepts through a single App. The authors first discuss what the App does, show screen shots, test drive the App, and present an overview of the technologies and architecture used to build it. Next, the authors walk through building the App, presenting complete code and providing a detailed "Live Code" walkthrough. As part of the code walkthrough, they discuss essential programming concepts, and demonstrate the functionality of relevant Android 4.3 APIs. Readers will gain hands-on experience with a wide spectrum of essential Android APIs. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor.

Teaching and Learning Experience This program will provide a better teaching and learning experience-for you and your students. Add an App Component to your Java Course: An extensive, optional introduction to programming using the Java language makes this book appropriate for Java courses. Motivate Students with an App-driven, Live Code Approach to Android 4.3 Development: Concepts are presented in the context of 10 complete working Android Apps, complete with syntax coloring, code walkthroughs and sample outputs.
