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Nota di contenuto	Contents at a Glance; Contents; Foreword; About the Authors; About the Technical Reviewer; Acknowledgments; Introduction; Chapter 1: Getting Started with Android; 1-1. What Is Android?; 1-2. Exploring the History of Android; 1-3. Installing the Android SDK; Problem; Solution; How It Works; 1-4. Installing an Android Platform; Problem; Solution; How It Works; 1-5. Creating an Android Virtual Device; Problem; Solution; How It Works; 1-6. Starting the AVD; Problem; Solution; How It Works; 1-7. Migrating to Eclipse; Problem; Solution; How It Works; 1-8. Creating Java Library JARs; Problem SolutionHow It Works; Creating MathUtils with the JDK; Creating MathUtils with Eclipse; 1-9. Creating Android Library Projects; Problem; Solution; How It Works; Creating GameBoard with the Android SDK; Creating GameBoard with Eclipse; 1-10. Using Core Libraries in Applications; Problem; Solution; Android Support Library; Google Play Services; Installation; How It Works; JAR Libraries; Library Projects; Creating and Running UseGridLayout with the Android SDK; Creating and Running UseGridLayout with Eclipse; Summary; Chapter 2: Views, Graphics, and Drawing; 2-1. Customizing the Window; Problem SolutionHow It Works; Customizing Window Attributes with a Theme; System Themes; Custom Themes; Customizing Window Features in Code; FEATURE_CUSTOM_TITLE; FEATURE_NO_TITLE;

FEATURE_PROGRESS; FEATURE_INDETERMINATE_PROGRESS; FEATURE_ICONS; FEATURE_ACTION_BAR; FEATURE_ACTION_BAR_OVERLAY; Dynamically Toggling System UI Components; Dark Mode; Hiding Navigation Controls; Full-Screen UI Mode; 2-2. Creating and Displaying Views; Problem; Solution; How It Works; Completely Custom Views; Measurement; Drawing; 2-3. Animating a View; Problem; Solution; How It Works; System Animations; Custom Animations AnimationSetViewPropertyAnimator; Object Animator; 2-4. Animating Layout Changes; Problem; Solution; How It Works; 2-5. Creating Drawables as Backgrounds; Problem; Solution; How It Works; Gradient ListView Row; Rounded View Group; Drawable Patterns; Nine-Patch Images; 2-6. Creating Custom State Drawables; Problem; Solution; How It Works; Button and other Clickable Widgets; CheckBox and other Checkable Widgets; 2-7. Applying Masks to Images; Problem; Solution; How It Works; Rounded Corner Bitmap; Arbitrary Mask Image; Please Try This at Home; 2-8. Drawing over View Content; Problem; Solution How It WorksWorking with PopupWindow Behavior; Animating the PopupWindow; Using ViewOverlay; 2-9. Implementing Situation-Specific Layouts; Problem; Solution; How It Works; Orientation-Specific; Size-Specific; Layout Aliases; Tying It Together; 2-10. Customizing AdapterView Empty Views; Problem; Solution; How It Works; Make Empty Interesting; 2-11. Customizing ListView Rows; Problem; Solution; How It Works; Starting Simple; Adapting to a More Complex Choice; 2-12. Making ListView Section Headers; Problem; Solution; How It Works; That Darn Expansion; 2-13. Creating Compound Controls; Problem Solution

Sommario/riassunto

Android continues to be one of the leading mobile OS and development platforms driving today's mobile innovations and the apps ecosystem. Android appears complex, but offers a variety of organized development kits to those coming into Android with differing programming language skill sets. Android Recipes: A Problem-Solution Approach, Third Edition offers more than 100 down-to-earth code recipes, and guides you step-by-step through a wide range of useful topics using complete and real-world working code examples. It's updated to include the KitKat Android 4.4 SDK as well as earlier releases. Instead of abstract descriptions of complex concepts, in Android Recipes, you'll find live code examples. When you start a new project you can consider copying and pasting the code and configuration files from this book and then modifying them for your own customization needs. Crammed with insightful instruction and helpful examples, this third edition of Android Recipes is your guide to writing apps for one of today's hottest mobile platforms. It offers pragmatic advice that will help you get the job done quickly and well. This can save you a great deal of work over creating a project from scratch!
