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		Java (Computer program language)
		Mobile Computing
		Programming Techniques
		Java
	Lingua di pubblicazione	Inglese
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	Nota di contenuto	1. Introduction -- 2. Android Studio -- 3. Application Fundamentals -- 4. Activities and Layouts -- 5. Handling Events -- 6. Working with Multiple Activities -- 7. UI Elements -- 8. Running in the Background -- 9. Debugging -- 10. Data Persistence -- 11. App Distribution -- Appendix A. Introduction to Java.
	Sommario/riassunto	Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) for Android developers using Java APIs. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop Java-based Android apps, tier by tier through practical examples. These examples cover core Android topics such as notifications and toast; intents and broadcast receivers; and services. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. You will: Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images,

menus and the action bar Incorporate new elements including
fragments Integrate data with data persistence Access the cloud .