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	Disciplina	004
	Soggetti	Mobile computing
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	Nota di contenuto	Building an Android IDE for version 4.2 : acquiring, installing, and configuring an Android development environment -- Exploring Android app development : the lingo of Android and building your first hello world app! -- Java for Android primer : enhancing our hello world application -- Layouts and activities : using viewgroup classes -- Android intents and events : adding interactivity -- Android UI design : using views and widgets vis XML -- Android graphics design : concepts and techniques -- Compositing in Android : advanced graphical user interface design -- Android image animation : frame-based animation using XML constructs -- Android vector animation : procedural animation via XML constructs -- An introduction to video : concepts and optimization -- Digital video in Android : using the videoview class -- An introduction to audio : concepts and optimization -- Playing audio in Android : the mediaplayer class -- Audio sequencing : Android soundpool class -- Android intents : inter-application programming -- Android services : using background processing -- Broadcast receivers : Android inter-application communication -- Android content providers : access to datastores -- Building an Android IDE for version 4.12 and earlier : acquiring, installing, and configuring an Android development environment.
	Sommario/riassunto	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 Android 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.