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INTRODUCING LAYOUTS; CREATING NEW VIEWS; DRAWABLE RESOURCES; RESOLUTION AND DENSITY INDEPENDENCE; CREATING AND USING MENUS; SUMMARY; Chapter 5: Intents, Broadcast Receivers, Adapters, and the Internet; INTRODUCING INTENTS; INTRODUCING PENDING INTENTS; INTRODUCING ADAPTERS; USING INTERNET RESOURCES; INTRODUCING DIALOGS; CREATING AN EARTHQUAKE VIEWER; SUMMARY; Chapter 6: Files, Saving State, and Preferences; SAVING SIMPLE APPLICATION DATA; CREATING AND SAVING PREFERENCES; RETRIEVING SHARED PREFERENCES
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CREATING APP WIDGETS

Sommario/riassunto

Update to the bestseller now features the latest release of the Android platform Android is a powerful, flexible, open source platform for mobile devices and its popularity is growing at an unprecedented pace. This update to the bestselling first edition dives in to cover the exciting new features of the latest release of the Android mobile platform. Providing in-depth coverage of how to build mobile applications using the next major release of the Android SDK, this invaluable resource takes a hands-on approach to discussing Android with a series of projects, each of which introduce
