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	Autore	Lee Wei-Meng
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Beginning Android™ 4 Application Development; Contents; Introduction; Chapter 1: Getting Started with Android Programming; What Is Android?; Android Versions; Features of Android; Architecture of Android; Android Devices in the Market; The Android Market; The Android Developer Community; Obtaining the Required Tools; Android SDK; Installing the Android SDK Tools; Configuring the Android SDK Manager; Eclipse; Android Development Tools (ADT); Creating Android Virtual Devices (AVDs); Creating Your First Android Application; Anatomy of an Android Application; Summary

Chapter 2: Activities, Fragments, and Intents Understanding Activities; Applying Styles and Themes to an Activity; Hiding the Activity Title; Displaying a Dialog Window; Displaying a Progress Dialog; Displaying a More Sophisticated Progress Dialog; Linking Activities Using Intents; Resolving Intent Filter Collision; Returning Results from an Intent; Passing Data Using an Intent Object; Fragments; Adding Fragments Dynamically; Life Cycle of a Fragment; Interactions between Fragments; Calling Built-In Applications Using Intents; Understanding the Intent Object; Using Intent Filters

Adding Categories Displaying Notifications; Summary; Chapter 3: Getting to Know the Android User Interface; Understanding the Components of a Screen; Views and ViewGroups; LinearLayout; AbsoluteLayout; TableLayout; RelativeLayout; FrameLayout; ScrollView; Adapting to Display Orientation; Anchoring Views; Resizing and Repositioning; Managing Changes to Screen Orientation; Persisting State Information during Changes in Configuration; Detecting Orientation Changes; Controlling the Orientation of the Activity; Utilizing the Action Bar; Adding Action Items to the Action Bar Customizing the Action Items and Application Icon Creating the User Interface Programmatically; Listening for UI Notifications; Overriding Methods Defined in an Activity; Registering Events for Views; Summary; Chapter 4: Designing Your User Interface with Views; Using Basic Views; TextView View; Button, ImageButton, EditText, CheckBox, ToggleButton, RadioButton, and RadioGroup Views; ProgressBar View; AutoCompleteTextView View; Using Picker Views; TimePicker View; DatePicker View; Using List Views to Display Long Lists; ListView View; Using the Spinner View; Understanding Specialized Fragments Using a ListFragment Using a DialogFragment; Using a PreferenceFragment; Summary; Chapter 5: Displaying Pictures and Menus with Views; Using Image Views to Display Pictures; Gallery and ImageView Views; ImageSwitcher; GridView; Using Menus with Views; Creating the Helper Methods; Options Menu; Context Menu; Some Additional Views; AnalogClock and DigitalClock Views; WebView; Summary; Chapter 6: Data Persistence; Saving and Loading User Preferences; Accessing Preferences Using an Activity; Programmatically Retrieving and Modifying the Preferences Values Changing the Default Name of the Preferences File

Sommario/riassunto

Understand Android OS for both smartphone and tablet programming

This fast-paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets. Android 4 OS is, for the first time, a single solution for both smartphones and tablets, so if you master the information in this helpful guide, you'll be well on your way to successful development for both devices. From using activities and intents and creating rich user interfaces to working with SMS, messaging APIs, and the Android