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LIFE CYCLE; UNDERSTANDING APPLICATION PRIORITY AND PROCESS STATES; EXTERNALIZING RESOURCES; INTRODUCING THE ANDROID APPLICATION CLASS; A CLOSER LOOK AT ANDROID ACTIVITIES; SUMMARY; Chapter 4: Creating User Interfaces FUNDAMENTAL ANDROID UI DESIGNINTRODUCING VIEWS; 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 CREATING A SETTINGS ACTIVITY FOR THE EARTHQUAKE VIEWERINTRODUCING THE PREFERENCE ACTIVITY AND PREFERENCES FRAMEWORK; CREATING A STANDARD PREFERENCE ACTIVITY FOR THE EARTHQUAKE VIEWER; SAVING ACTIVITY STATE; SAVING AND LOADING FILES; INCLUDING STATIC FILES AS RESOURCES; FILE MANAGEMENT TOOLS; SUMMARY; Chapter 7: Databases and Content Providers; INTRODUCING ANDROID DATABASES; INTRODUCING SQLite; CURSORS AND CONTENT VALUES; WORKING WITH SQLite DATABASES; CREATING A NEW CONTENT PROVIDER; USING CONTENT PROVIDERS; CREATING AND USING AN EARTHQUAKE CONTENT PROVIDER; NATIVE ANDROID CONTENT PROVIDERS SUMMARYChapter 8: Geocoding, and Location-Based Services; USING LOCATION-BASED SERVICES; CONFIGURING THE EMULATOR TO TEST LOCATION-BASED SERVICES; UPDATING LOCATIONS IN EMULATOR LOCATION PROVIDERS; SELECTING A LOCATION PROVIDER; FINDING YOUR LOCATION; USING PROXIMITY ALERTS; USING THE GEOCODER; CREATING MAP-BASED ACTIVITIES; MAPPING EARTHQUAKES EXAMPLE; SUMMARY; Chapter 9: Working in the Background; INTRODUCING SERVICES; USING BACKGROUND THREADS; LET'S MAKE A TOAST; INTRODUCING NOTIFICATIONS; USING ALARMS; SUMMARY; Chapter 10: Invading the Phone-Top; INTRODUCING HOME-SCREEN WIDGETS 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