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Nota di contenuto	Professional Android™ 4 Application Development; Contents; Chapter 1: Hello, Android; A Little Background; The Not-So-Distant Past; Living in the Future; What Android Isn't; Android: An Open Platform for Mobile Development; Native Android Applications; Android SDK Features; Access to Hardware, Including Camera, GPS, and Sensors; Data Transfers Using Wi-Fi, Bluetooth, and NFC; Maps, Geocoding, and Location-Based Services; Background Services; SQLite Database for Data Storage and Retrieval; Shared Data and Inter-Application Communication Using Widgets and Live Wallpaper to Enhance the Home Screen Extensive Media Support and 2D/3D Graphics; Cloud to Device Messaging; Optimized Memory and Process Management; Introducing the Open Handset Alliance; What Does Android Run On?; Why Develop for Mobile?; Why Develop for Android?; Factors Driving Android's Adoption; What Android Has That Other Platforms Don't Have; The Changing Mobile Development Landscape; Introducing the Development Framework; What Comes in the Box; Understanding the Android Software Stack; The Dalvik Virtual Machine; Android Application Architecture

Android LibrariesChapter 2: Getting Started; Developing for Android; What You Need to Begin; Downloading and Installing the Android SDK; Downloading and Installing Updates to the SDK; Developing with Eclipse; Using the Android Developer Tools Plug-In for Eclipse; Using the Support Package; Creating Your First Android Application; Creating a New Android Project; Creating an Android Virtual Device; Creating Launch Configurations; Running and Debugging Your Android Application; Understanding Hello World; Types of Android Applications; Foreground Applications; Background Applications  
Intermittent ApplicationsWidgets and Live Wallpapers; Developing for Mobile and Embedded Devices; Hardware-Imposed Design Considerations; Be Efficient; Expect Limited Capacity; Design for Different Screens; Expect Low Speeds, High Latency; At What Cost?; Considering the User's Environment; Developing for Android; Being Fast and Efficient; Being Responsive; Ensuring Data Freshness; Developing Secure Applications; Ensuring a Seamless User Experience; Providing Accessibility; Android Development Tools; The Android Virtual Device Manager; Android SDK Manager; The Android Emulator  
The Dalvik Debug Monitor ServiceThe Android Debug Bridge; The Hierarchy Viewer and Lint Tool; Monkey and Monkey Runner; Chapter 3: Creating Applications and Activities; What Makes an Android Application?; Introducing the Application Manifest File; A Closer Look at the Application Manifest; Using the Manifest Editor; Externalizing Resources; Creating Resources; Simple Values; Styles and Themes; Drawables; Layouts; Animations; Menus; Using Resources; Using Resources in Code; Referencing Resources Within Resources; Using System Resources; Referring to Styles in the Current Theme  
Creating Resources for Different Languages and Hardware

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## Sommario/riassunto

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building fo

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