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                         Application software - Development

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   Note generali   Includes index.

   Nota di contenuto Cover; Copyright; Credits; About the Author; About the Reviewer; www. PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Material Design; Material properties; Setting up a development environment; Installing Android Studio; Configuring the Android SDK; Emulating Android devices; Connecting a real device; The material theme; Applying styles; Customizing the material theme; Summary; Chapter 2: Building a Mobile Layout; Activities and layouts; RelativeLayouts; LinearLayouts; Gravity properties; Inserting and scaling images; Strings and translation; Screen rotation
                         Applying material to older devicesThe AppCompat support library; Applying the material theme; Adding a material toolbar; Action icons; Summary; Chapter 3: Common Components; App bar style and code; Applying a material palette; Image assets; Applying actions; The app bar structure; Phones; Tablets and desktops; Capturing action calls with Java code; Menus and dialogs; Menus; Options menu; Contextual menus; Dialogs; Creating a material dialog; Click listeners; Summary; Chapter 4: Sliding Drawers and Navigation; Drawer design; The layout; Navigation components and keylines; Structure and metrics
                         Ratio keylinesConfiguration qualifiers; Drawer functionality; Activating the navigation drawer; Opening fragments; Other sliding drawers; Summary; Chapter 5: Lists, Cards, and Data; Generating lists; Adding list items; Connecting a dataset; Layout managers and adapters; Cards; Tiles; Summary; Chapter 6: Animations and Transitions; Touch

feedback; Ripple animations; Revealing and hiding; Transitions; Exits and entrances; Shared components; Realistic movement; Summary; Chapter 7: Material on Other Devices; Material TV; Banners; TV app structure; Recommendation cards; Wearable material
Connecting to a Wearable deviceManaging differently shaped screens; Wearable layouts; Summary; Chapter 8: Material Web Frameworks; Desktop layouts; Package management; Materialize; Setting up; Material theme; Layouts and grids; Cards; Buttons and icons; Material Design Lite; Layouts and grids; Cards; Alternative frameworks and libraries; Summary; Chapter 9: The Materialize Framework; Components; Lists and badges; Navigation bars, menus, and icons; Text input and display; Transitions and motion; Wave animations; Accordions and pop-outs; Dividing content with tabs; Displaying images; Summary
Chapter 10: Material Design LiteComponents; Headers; Navigation bars; Tabs; Search fields; Menus; Forms; Tables; Summary; Index

Sommario/riassunto	Master Material Design and create beautiful, animated interfaces for mobile and web applications About This Book Master the highly acclaimed Material Design paradigm and give your apps and pages the look that everyone is talking about Get a mix of key theoretical concepts combined with enough practical examples to put each theory into practice so you can create elegant material interfaces with Android Studio and Polymer Written by Kyle Mew, successful author with over a decade of mobile and web development experience, this book has both the touch of a developer as well as an experienced writer Who This Book Is For This book is ideal for web developers and designers who are interested in implementing Material Design in their mobile and web apps. No prior knowledge or experience of Material Design is required, but some familiarity with procedural languages such as Java and markup languages such as HTML will provide an advantage. What You Will Learn Implement Material Design on both mobile and web platforms that work on older handsets and browsers Design stylish layouts with the Material Theme Create and manage cards, lists, and grids Design and implement sliding drawers for seamless navigation Coordinate components to work together Animate widgets and create transitions and animation program flow Use Polymer to bring Material Design to your web pages In Detail Google's Material Design language has taken the web development and design worlds by storm. Now available on many more platforms than Android, Material Design uses color, light, and movements to not only generate beautiful interfaces, but to provide intuitive navigation for the user. Learning Material Design will teach you the fundamental theories of Material Design using code samples to put these theories into practice. Focusing primarily on Android Studio, you'll create mobile interfaces using the most widely used and powerful material components, such as sliding drawers and floating action buttons. Each section will introduce the relevant Java classes and APIs required to implement these components. With the rules regarding structure, layout, iconography, and typography covered, we then move into animation and transition, possibly Material Design's most powerful concept, allowing complex hierarchies to be displayed simply and stylishly. With all the basic technologies and concepts mastered, the book concludes by showing you how these skills can be applied to other platforms, in particul...