1.  
| | |
|---|---|
| Record Nr. | UNINA9910814550303321 |
| Autore | Boyer Rick |
| Titolo | Android application development cookbook : over 100 recipes to help you solve the most common problems faced by Android developers today / / Rick Boyer, Kyle Mew |
| Pubbl/distr/stampa | Birmingham : , : Packt Publishing, , 2016 |
| ISBN | 1-78588-920-6 |
| Edizione | [2nd ed.] |
| Descrizione fisica | 1 online resource (428 p.) |
| Collana | Quick answers to common problems |
| Soggetti | Mobile computing<br>Application software - Development |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Cover; Copyright; Credits; Disclaimer; About the Authors; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Activities; Chapter 2: Layouts; Chapter 3: Views, Widgets, and Styles; Chapter 4: Menus; Chapter 5: Exploring Fragments, AppWidgets, and the System UI; Chapter 6: Working with Data; Chapter 7: Alerts and Notifications; Chapter 8: Using the Touchscreen and Sensors; Chapter 9: Graphics and Animation; Chapter 10: A First Look at  OpenGL ES; Chapter 11: Multimedia; Chapter 12: Telephony, Networks, and the Web; Chapter 13: Getting Location and Using Geofencing<br>Chapter 14: Getting your app ready for the Play StoreChapter 15: The Backend as a Service Options; Index; Introduction; Declaring an activity; Starting a new activity with an intent object; Switching between activities; Passing data to another activity; Returning a result from an activity; Saving an activity's state; Storing persistent activity data; Understanding the activity lifecycle; Introduction; Defining and inflating a layout; Using RelativeLayout; Using LinearLayout; Creating tables - TableLayout and GridLayout; Using ListView, GridView, and Adapters Changing layout properties during runtimeOptimizing layouts with the Hierarchy Viewer; Introduction; Inserting a widget into a layout; Using graphics to show button state; Creating a widget at runtime; Creating a custom component; Applying a style to a View; Turning a style into a theme; Selecting theme based on the Android version; Introduction; |

Creating an Options menu; Modifying menus and menu items during runtime; Enabling Contextual Action Mode for a view; Using Contextual Batch Mode with a ListView; Creating a pop-up menu; Introduction; Creating and using a Fragment

Adding and removing Fragments during runtimePassing data between Fragments; Creating a shortcut on the Home screen; Creating a Home screen widget; Adding Search to the Action Bar; Showing your app full screen; Introduction; Storing simple data; Read and write a text file to internal storage; Read and write a text file to external storage; Including resource files in your project; Creating and using an SQLite database; Access data in the background using a Loader; Introduction; Lights, Action, and Sound - getting the user's attention!; Creating a Toast using a custom layout

Displaying a message box with AlertDialogDisplaying a progress dialog; Lights, Action, and Sound Redux using Notifications; Creating a Media Player Notification; Making a Flashlight with a Heads-Up Notification; Introduction; Listening for click and long-press events; Recognizing tap and other common gestures; Pinch-to-zoom with multi-touch gestures; Swipe-to-Refresh; Listing available sensors - an introduction to the Android Sensor Framework; Reading sensor data - using the Android Sensor Framework events; Reading device orientation; Introduction

Scaling down large images to avoid Out of Memory exceptions

| | |
|---|---|
| Sommario/riassunto | Over 100 recipes to help you solve the most common problems faced by Android Developers today About This Book Find the answers to your common Android programming problems, from set up to security, to help you deliver better applications, faster Uncover the latest features of Android Marshmallow to make your applications stand out Get up to speed with Android Studio 1.4 - the first Android Studio based on the IntelliJ IDE from JetBrains Who This Book Is For If you are new to Android development and want to take a hands-on approach to learning the framework, or if you are an experienced developer in need of clear working code to solve the many challenges in Android development, you can benefit from this book. Either way, this is a resource you'll want to keep at your desk for a quick reference to solve new problems as you tackle more challenging projects. What You Will Learn Along with Marshmallow, get hands-on working with Google's new Android Studio IDE Develop applications using the latest Android framework while maintaining backward-compatibility with the support library Master Android programming best practices from the recipes Create exciting and engaging applications using knowledge gained from recipes on graphics, animations, and multimedia Work through succinct steps on specifics that will help you complete your project faster Keep your app responsive (and prevent ANRs) with examples on the AsynchTask class Utilize Google Speech Recognition APIs for your app. Make use of Google Cloud Messaging (GCM) to create Push Notifications for your users Get a better understanding of the Android framework through detailed explanations In Detail The Android OS has the largest installation base of any operating system in the world; there has never been a better time to learn Android development to write your own applications, or to make your own contributions to the open source community! This ?cookbook? will make it easy for you to jump to a topic of interest and get what you need to implement the feature in your own application. If you are new to Android and learn best by ? doing,? then this book will provide many topics of interest. Starting with the basics of Android development, we move on to more advanced concepts, and we'll guide you through common tasks developers struggle to solve. The first few chapters cover the basics including |