

1. Record Nr.	UNINA9910816900203321
Autore	Meier Reto
Titolo	Professional android 2 application development // Reto Meier
Pubbl/distr/stampa	Indianapolis, IN, : Wiley, 2010
ISBN	1-282-55062-4 9786612550621 0-470-63745-5
Edizione	[2nd edition]
Descrizione fisica	1 online resource (580 pages)
Collana	Wrox professional guides
Classificazione	ST 230 ST 261 ZN 6560
Disciplina	005.1 005.268
Soggetti	Application software - Development Open source software Mobile computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Professional Android 2 Application Development; ABOUT THE AUTHOR; ABOUT THE TECHNICAL EDITOR; CREDITS; ACKNOWLEDGMENTS; CONTENTS; INTRODUCTION; WHOM THIS BOOK IS FOR; WHAT THIS BOOK COVERS; HOW THIS BOOK IS STRUCTURED; WHAT YOU NEED TO USE THIS BOOK; CONVENTIONS; SOURCE CODE; ERRATA; P2P.WROX.COM; Chapter 1: Hello, Android; A LITTLE BACKGROUND; WHAT IT ISN'T; ANDROID: AN OPEN PLATFORM FOR MOBILE DEVELOPMENT; NATIVE ANDROID APPLICATIONS; ANDROID SDK FEATURES; INTRODUCING THE OPEN HANDSET ALLIANCE; WHAT DOES ANDROID RUN ON?; WHY DEVELOP FOR MOBILE?; WHY DEVELOP FOR ANDROID? INTRODUCING THE DEVELOPMENT FRAMEWORKSUMMARY; Chapter 2: Getting Started; DEVELOPING FOR ANDROID; DEVELOPING FOR MOBILE DEVICES; TO-DO LIST EXAMPLE; ANDROID DEVELOPMENT TOOLS; SUMMARY; Chapter 3: Creating Applications and Activities; WHAT MAKES AN ANDROID APPLICATION?; INTRODUCING THE APPLICATION MANIFEST; USING THE MANIFEST EDITOR; THE ANDROID APPLICATION 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
