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Nota di contenuto	Beginning: Android™ Tablet Application Development; Contents; Introduction; Part I: Quick Tour of Android 3 for Tablets; Chapter 1: Getting Started With Android Programming for Tablets; What Is Android?; Android Versions; Android Devices in the Market; The Android Market; Obtaining the Required Tools; Java JDK; Eclipse; Downloading the Android SDK; Installing the Packages; Creating Android Virtual Devices (AVDs); Android Development Tools (ADT); Creating Your First Android Application; Anatomy of an Android Application; Summary; Chapter 2: Components of an Android Tablet Application ActivitiesFragments; Adding Fragments Dynamically; Understanding the Life Cycle of a Fragment; Interactions between Fragments; Utilizing the Action Bar; Adding Action Items to the Action Bar; Customizing the Action Items and Application Icon; Summary; Chapter 3: Android User Interface; Views and ViewGroups; LinearLayout; AbsoluteLayout; TableLayout; RelativeLayout; FrameLayout; ScrollView; Basic Views; TextView View; Common Views; Fragments; ListFragment; DialogFragment; PreferenceFragment; Summary; Part II: Projects;

Chapter 4: Creating Location- Based Services Applications; Displaying Maps

Creating the ProjectObtaining the Maps API Key; Displaying the Map; Displaying the Zoom Control; Changing Views; Navigating to a Specific Location; Adding Markers; Getting the Location That Was Touched; Geocoding and Reverse Geocoding; Getting Location Data; Summary; Chapter 5: SMS Messaging and Networking; SMS Messaging; Sending SMS Messages Programmatically; Getting Feedback after Sending the Message; Sending SMS Messages Using Intent; Receiving SMS Messages; Caveats and Warnings; Project: Building the Location Tracker Applications; Sending E- Mail; Networking; Downloading Binary Data Downloading Text FilesAccessing Web Services Using the GET Method; Performing Asynchronous Calls; Summary; Chapter 6: Publishing Android Applications; Preparing for Publishing; Versioning; Digitally Signing Your Android Applications; Deploying APK Files; Using the adb. exe Tool; Using a Web Server; Publishing on the Android Market; Summary; Part III: Appendices; Appendix A: Using Eclipse for Android Development; Getting Around in Eclipse; Workspaces; Package Explorer; Using Projects from Other Workspaces; Editors; Perspectives; Auto Import of Namespaces; Code Completion; Refactoring; Debugging Setting BreakpointsExceptions; Appendix B: Using the Android Emulator; Uses of the Android Emulator; Creating Snapshots; Installing Custom AVDs; Emulating Real Devices; SD Card Emulation; Emulating Devices with Different Screen Sizes; Emulating Physical Capabilities; Sending SMS Messages to the Emulator; Making Phone Calls; Transferring Files into and out of the Emulator; Resetting the Emulator; Appendix C: Answers to Exercises; Index

Sommario/riassunto

A full-color, fast-paced introduction to developing tablet applications using Android The new release of Android 3 brings the full power of Android to tablet computing and this hands-on guide offers an introduction to developing tablet applications using this new Android release. Veteran author Wei-Meng Lee explains how Android 3 is specifically optimized for tablet computing and he details Android's tablet-specific functions. Beginning with the basics, this book moves at a steady pace to provide everything you need to know to begin successfully developing your own Android tablet appl
