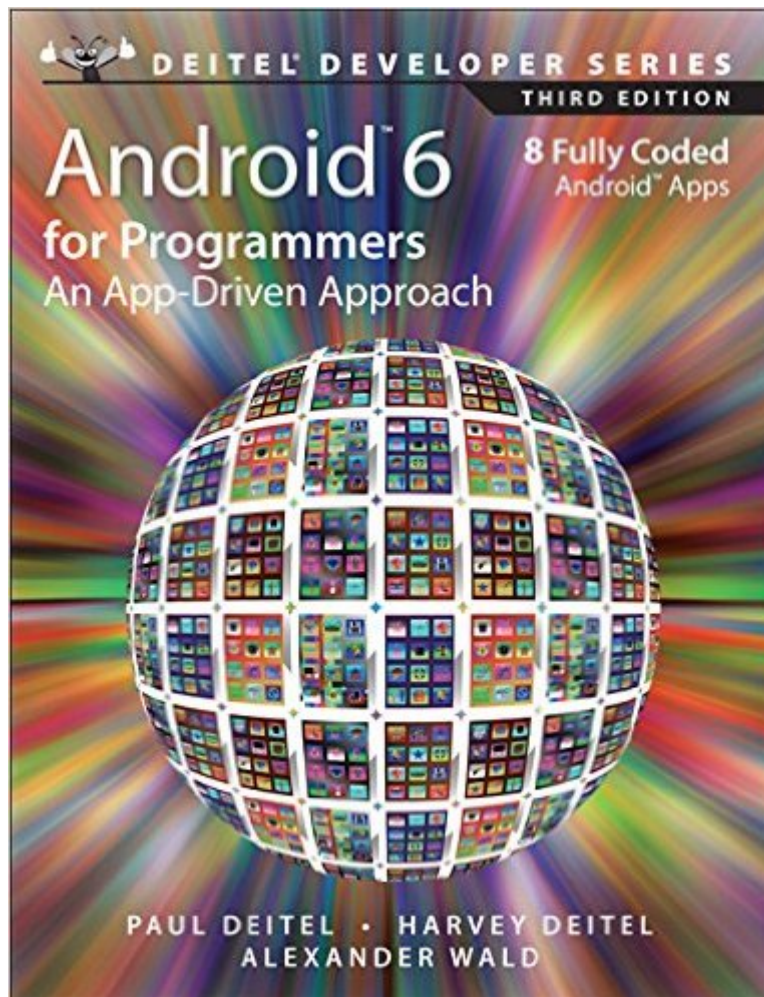


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Android 6 For Programmers: An App-Driven Approach (3rd Edition) (Deitel Developer Series)



Synopsis

The professional programmer's Deitel's guide to smartphone and tablet app development using Android 6 and Android Studio Billions of apps have been downloaded from Google Play! This book gives you everything you need to start developing great apps quickly and getting them published on Google Play. The book uses an app-driven approach "each new technology is discussed in the context of eight fully coded and tested Android apps, complete with syntax shading, code highlighting, code walkthroughs and sample outputs. Apps you'll develop include: Welcome App Cannon Game Tip Calculator Weather Viewer Flag Quiz Twitter Searches Doodlz Address Book

Practical, Example-Rich Coverage of: Android 6, Android Studio: Gradle, Vector Asset Studio, Theme Editor Material Design App Templates and Themes AppCompatActivity Library, Android Design Support Library, RecyclerView, FloatingActionButton, TextInputLayout Material Design Elevation and Icons REST Web Services/JSON, Threading, SQLite Database, Android 6 Permissions Cursors, Loaders, ContentProviders Supporting Various Screen Sizes/Resolutions Accessibility, Internationalization Activities, Fragments, Intents, Preferences GUIs, Layouts, Menus, Resource Files, Events, Touch/Gesture Processing, Images, Audio, Graphics, Animation Immersive Mode, PrintHelper Google Play Store, App Publishing, Pricing, Marketing, In-App Advertising, In-App Billing, Virtual Goods and more

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About This Book The first-generation Android phones were released in October 2008. As of June 2015, Android had 82.8% of the global smartphone market share, compared to 13.9% for Apple and 2.6% for Microsoft (<http://www.idc.com/prodserv/smartphone-os-market-share.jsp>). Billions of apps have been downloaded from Google Play and more than one billion Android devices were shipped worldwide in 2014 (<http://www.cnet.com/news/android-shipments-exceed-1-billion-for-first-time-in-2014/>). The opportunities for Android app developers are enormous. This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel app-driven approach "concepts are presented in the context of complete working Android apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at <http://www.deitel.com/books/AndroidFP3>. The apps in this book were

carefully designed to introduce you to key Android features and APIs. You'll quickly learn everything you need to start building Android apps—beginning with a test-drive of the Tip Calculator app in Chapter 1, then building one new app in each of Chapters 2 through 9. By the time you reach Chapter 10, you'll be ready to create your own apps for submission to Google Play and other app marketplaces. You'll master the Google Play submission process, including uploading your apps. You'll decide whether to sell your apps or offer them for free, and learn how to market them via social media and monetize them with in-app advertising, in-app billing, virtual goods and more.

Book Information

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Customer Reviews

As an experienced java developer I found this perfect for transitioning to Android. The examples in each chapter work the reader through the concepts and technologies necessary to begin creating Android apps. I highly recommend it.

The book is great and the weather example works if you follow the instructions the author gave

The title says For Programmers. It means it. Try Murach's Android Programming first, or Android Programming For Beginners by Horton before reading this one. Dietel always writes good books.

Some examples are not working. Specially the weather app. Needs more adjustments and coding. Weather app Openweather call http is formatted wrongly

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