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Eugen  
Richter  
3. Auflage

# Android-Apps programmieren

Professionelle App-Entwicklung  
mit Android Studio 4

# Android App Programmieren Buch

**D Kirk**



## **Android App Programmieren Buch:**

Android-Apps programmieren Eugen Richter, 2021-01-04 Praktischer Einstieg von den Grundlagen der App Programmierung bis hin zu fortgeschrittenen Techniken Vollständiges Beispielprojekt mit zahlreichen Schritt für Schritt Anleitungen und Praxis Tipps Alle Komponenten professioneller Apps von einer einfachen Activity über Layouts mit XML und Datenbanken bis hin zu Android Binding und automatisierten Tests Mit diesem Buch erhalten Sie einen praktischen Einstieg in die Android App Programmierung mit Java Sie lernen alles was für die professionelle App Entwicklung wichtig ist von den Grundbausteinen einer App über die Layout Erstellung mit XML bis hin zum Einsatz von Datenbanken Der Autor führt Sie anhand eines durchgängigen Praxisbeispiels durch den gesamten Entwicklungsprozess einer App und zeigt Ihnen wie Sie Android Studio effektiv einsetzen Dabei lernen Sie Schritt für Schritt wie Sie Daten verarbeiten und mit Room in einer Datenbank speichern Apps mit mehreren Bildschirmseiten programmieren Dialoge anzeigen Berechtigungen abfragen mit Hintergrundprozessen arbeiten Internet Services einbinden und vieles mehr Abschließend erläutert der Autor wie Sie Ihre App testen und im Google Play Store sowie auf der eigenen Website veröffentlichen Darüber hinaus zeigt er Ihnen verschiedene Möglichkeiten der Monetarisierung auf Grundkenntnisse in objektorientierter Programmierung idealerweise mit Java sowie im Umgang mit XML werden vorausgesetzt *Android Apps erfolgreich programmieren - Best Practices : Von den Grundlagen bis zur professionellen Entwicklung* Egon Hansen, 2023-03-08 Erstellen Sie beeindruckende und effektive Android Apps mit diesem umfassenden Leitfaden zur App Entwicklung Von den Grundlagen der Java Programmierung bis hin zu fortgeschrittenen Konzepten wie der Integration von Cloud Services und der Entwicklung von benutzerdefinierten UI Elementen deckt dieses Buch alles ab was Sie benötigen um erfolgreiche Android Apps zu erstellen Mit praktischen Beispielen und Schritt für Schritt Anleitungen ist dieses Buch ideal für Entwickler aller Erfahrungsstufen Beginnen Sie noch heute mit der Entwicklung von Android Apps die Ihre Nutzer begeistern werden **Android App Entwicklung für Dummies** Donn Felker, Michael Burton, 2015-12-01 Die ganze Welt der Android App Entwicklung in einem Buch Haben Sie eine kreative Idee für eine eigene App und Vorkenntnisse in Java und XML Dann erfahren Sie in diesem Buch wie Sie Ihre Idee umsetzen und eine App mit allen Schikanen für Android Smartphones programmieren können Der Autor erklärt wie Sie die kostenlosen Programme Android Studio und Java Development Kit herunterladen wie Sie den Emulator nutzen und wie Sie Ihre App im Google Play Store veröffentlichen Schritt für Schritt erläutert er anhand von zwei Beispielen das Know how der App Entwicklung Außerdem erklärt er Ihnen wie Sie Ihre App für Tablets optimieren Die vollständigen Quelltexte werden zum Download angeboten Legen Sie los **Android-Apps programmieren lernen für Dummies** Arnold V. Willemer, 2022-07-18 Sie wollen programmieren lernen um eigene Apps für Ihr Android Gerät zu entwickeln Dann sind Sie hier richtig Dieses Buch ist drei Bücher in einem Sie lernen Java begreifen die objektorientierte Programmierung und erhalten eine Einführung in die Android App Entwicklung Wichtige Themen wie die Ansteuerung des Displays oder der

Umgang mit der Grafik den Sensoren und GPS werden Ihnen an kleinen Apps vorgeführt Nebenher erfahren Sie noch so einiges über die Spieleprogrammierung und sogar wie Sie JSON Daten aus dem Internet in eine App einbinden Freuen Sie sich auf die spannende Reise die vor Ihnen liegt *Android Apps Entwicklung für Dummies* Donn Felker,2011-09-06

Welcher Smartphone Besitzer hatte nicht schon einmal eine kreative Idee für eine eigene App In diesem Buch erfahren Sie wie Sie Ihre Ideen umsetzen und eigene Apps für Ihr Android Smartphone programmieren können Schritt für Schritt erklärt der Autor wie Sie das kostenlos verfügbare SDK Self Development Kit herunterladen mit der Programmiersoftware Eclipse arbeiten mit der Programmiersprache Java Android Applikationen programmieren und wie Sie Ihre eigenen Apps sogar auf dem Android Markt verkaufen können Legen Sie los und entwickeln Sie Ihre ganz persönlichen Apps *Java für die Android-Entwicklung für Dummies* Barry Burd,2014-10-10 Alle Java Grundlagen für die App Entwicklung Sie möchten eigene Android Apps entwickeln können aber noch nicht programmieren oder zumindest noch kein Java Dann ist dieses Buch wie für Sie gemacht Nach der Installation der kostenlosen Entwicklungswerkzeuge lernen Sie Schritt für Schritt alle wichtigen Code Elemente wie Variablen Methoden und Schleifen sowie die objektorientierte Programmierung kennen Außerdem erfahren Sie wie Android Apps aufgebaut sind wie Sie sie mit Buttons Auswahllisten und Layouts ausstatten und die Programmlogik mit Java erstellen Anhand eines Spiels und einer Twitter App sehen Sie wie alles zusammenhängt So steht Ihren eigenen Apps nichts mehr im Weg **Android-Apps programmieren lernen für Dummies** A. WILLEMER,2022-08-10 Sie wollen programmieren lernen um eigene Apps für Ihr Android Gerät zu entwickeln Dann sind Sie hier richtig Dieses Buch ist drei Bücher in einem Sie lernen Java begreifen die objektorientierte Programmierung und erhalten eine Einführung in die Android App Entwicklung Wichtige Themen wie die Ansteuerung des Displays oder der Umgang mit der Grafik den Sensoren und GPS werden Ihnen an kleinen Apps vorgeführt Nebenher erfahren Sie noch so einiges über die Spieleprogrammierung und sogar wie Sie JSON Daten aus dem Internet in eine App einbinden Freuen Sie sich auf die spannende Reise die vor Ihnen liegt *c't Programmieren (2017)* c't-Redaktion,2017-03-09 Android Entwickler können sich die Arbeit mit der Java Alternative Kotlin erleichtern In unserer dreiteiligen Tutorialreihe erfahren Sie wie der Einstieg gelingt welche Features Kotlin bietet und wie Sie Ihre fertige App testen können In einem Zweiteiler lernen Sie die Angriffswege auf iOS Apps kennen Unsere Tipps zur Abwehr von Lauschangriffen auf den eigenen Datenverkehr runden das Thema App Sicherheit unter iOS ab Lesen Sie außerdem wie Sie mit Skripten Prozesse in Apple Standardanwendungen sinnvoll automatisieren können und wie Ihre eigenen Apps dank Siri auf Wort hören Facebooks JavaScript Framework React aktualisiert Webseiten blitzschnell und zerlegt komplexe Anwendungen in handliche Module Wir zeigen an einem Beispiel wie das funktioniert Auch Google will mit dem Web Optimierungsprojekt AMP das Netz schneller machen doch die nützlichen Werkzeuge haben ihren Preis Website oder App Progressive Web Apps machen den bergang mit responsivem Webdesign und hybriden Apps fließend Erfahren Sie wie Das plattform bergreifende CMake umfasst eine Suite von Open Source Werkzeugen mit denen Softwareentwickler komplexe

Anwendungen effizient übersetzen, testen und ausliefern können. Ein dreiteiliges Tutorial demonstriert die Möglichkeiten dieses Build Systems. Nach einer Einführung zeigen wir, wie man eigene Module in der CMake-eigenen Skriptsprache realisieren kann. Hat man mithilfe des Build Systems CMake ein Projekt erfolgreich übersetzt, müssen die fertigen Programme pakettiert und ausgeliefert werden, nachdem sie ausgiebig getestet wurden. Auch hier hilft CMake ebenso wie bei der Portierung auf unterschiedliche Betriebssysteme. Auf der Heft-DVD finden Sie Videotutorials zur Entwicklung von iOS 10 Apps mit Swift 3, eine Einführung in die Java-Programmierung und ein Beitrag über Grundlagen von NET und C. Leser des eMagazins finden einen entsprechenden Downloadcode.

*Android App-Entwicklung für Dummies* von Donn Felker, Michael Burton, 2015-07-29

[Android-Apps programmieren](#) von Eugen Richter, 2019. Grundlagen der App-Programmierung für Android mit Java und XML. Mit einem durchgehenden Beispiel Schritt für Schritt Apps programmieren lernen. Für alle aktuellen Android-Versionen. Eugen Richter vermittelt Ihnen in diesem Buch anschaulich die Grundlagen der Android-Programmierung mit Java und XML. Java-Vorkenntnisse sind dabei nicht zwingend erforderlich, um optimal mit dem Buch arbeiten zu können. Reicht ein grundlegendes Verständnis für objektorientierte Programmierung aus. Sie lernen die Grundbausteine einer Android-App kennen und wie Sie Android Studio als Entwicklungsumgebung optimal nutzen. In weiteren praxisnahen Kapiteln erhalten Sie dann ein tieferes Verständnis für das Programmieren von Android-Apps in Form eines Workshops. Am Beispiel einer einfachen App lernen Sie die wichtigsten Komponenten kennen, die in den meisten modernen Apps zum Einsatz kommen: von einer einfachen Activity über Listen und Datenbanken bis hin zum Internet-Zugriff und automatisierten Tests. So werden alle Techniken und Technologien am praktischen Einsatz erklärt. Sie können direkt loslegen und alle Arbeitsschritte von der Projektanlage bis zum Testen des fertigen Codes an der im Buch programmierten App nachvollziehen. Alle Beispieldateien sowie weitere Informationen zu den im Buch angesprochenen Themen finden Sie online auf einer eigens eingerichteten Bitbucket-Projektseite.

Aus dem Inhalt: Grundlagen, Android Studio, Gradle als Build System, Projektanlage, Layout und Navigation erstellen, Einbinden einer SQLite-Datenbank, Implementieren eines Content Providers, Export von Daten, Dialoge, Verarbeitung im Hintergrund, Berechtigungen, Trennung von Layout, Layout-Logik und Businesslogik, Internet-Zugriff, Unit-Testing, Veröffentlichung der fertigen App, Glossar.

Über den Autor: Eugen Richter hat langjährige Erfahrung als Dozent an der Münchener Volkshochschule und als Ausbilder im Unternehmen. Sein thematischer Schwerpunkt liegt dabei auf der mobilen Entwicklung von Apps für Android sowie der Cross-Plattform-Entwicklung.

*Android-Apps entwickeln für Einsteiger* von Uwe Post, 2019. Der perfekte Einstieg in die App-Programmierung mit Android Studio. Apps programmieren mit Android Studio 3.3, Java Crashkurs direkt mit Smartphone und Spiele-App, Sensoren, Game Engine, Kamera, Augmented Reality, Smartwatch und mehr. App-Entwicklung für Android. Gerade ist keine leichte Sache. Dieses Buch räumt Ihnen die ersten Stolpersteine erfolgreich aus dem Weg und setzt auf Unterhaltung und anschauliche Darstellungen. Gemeinsam mit Uwe Post entwickeln Sie ein eigenes Smartphone-Spiel mit allem Drum und Dran. Dabei lernen Sie alle nötigen Grundlagen, die Sie für die App-Entwicklung mit

Java brauchen Ein Java Crashkurs ist auch dabei und macht Sie mit allem vertraut was Sie brauchen Schon kann s losgehen Sie setzen Animationen Sounds Bewegungssensoren und die Kamera ein Schicke Layouts Online Bestenlisten und Top Features f r die Smartwatch machen Ihre App zum besonderen Highlight im Store Mit ein wenig Programmier Grundkenntnissen haben Sie die Android Programmierung bald im Griff und Ihrer eigenen App Idee steht nichts mehr im Wege Aus dem Inhalt Startvorbereitungen Java Einf hrung direkt mit Android Android Studio installieren Schritt f r Schritt zur ersten App Ein Spiel entwickeln Was soll das Spiel machen Aufbau der Game Engine Sound und Animation hinzuf gen Spieler vernetzen Highscores und Bestenlisten Augmented Reality mehr Spa und Spannung durch die Kamera Noch mehr Techniken Arbeiten mit Geokoordinaten Hintergrundservices nutzen Ein neues Layout f r Ihre App Smartwatch anbinden Apps ver ffentlichen in Google Play und anderen Markets [Android Programming for Beginners](#) John Horton,2021-04-09 Learn the Java and Android skills you need to start developing powerful mobile applications with the help of actionable steps Key FeaturesKick start your Android programming career or just have fun publishing apps to the Google Play marketplaceGet a first principles introduction to using Java and Android and prepare to start building your own apps from scratchLearn by example by building four real world apps and dozens of mini appsBook Description Do you want to make a career in programming but don t know where to start Do you have a great idea for an app but don t know how to make it a reality Or are you worried that you ll have to learn Java programming to become an Android developer Look no further This new and expanded third edition of Android Programming for Beginners will be your guide to creating Android applications from scratch The book starts by introducing you to all the fundamental concepts of programming in an Android context from the basics of Java to working with the Android API You ll learn with the help of examples that use up to date API classes and are created within Android Studio the official Android development environment that helps supercharge your mobile application development process After a crash course on the key programming concepts you ll explore Android programming and get to grips with creating applications with a professional standard UI using fragments and storing user data with SQLite This Android Java book also shows you how you can make your apps multilingual draw on the screen with a finger and work with graphics sound and animations By the end of this Android programming book you ll be ready to start building your own custom applications in Android and Java What you will learnUnderstand the fundamentals of coding in Java for AndroidInstall and set up your Android development environmentBuild functional user interfaces with the Android Studio visual designerAdd user interaction data captures sound and animation to your appsManage your apps data using the built in Android SQLite databaseExplore the design patterns used by professionals to build top grade applicationsBuild real world Android applications that you can deploy to the Google Play marketplaceWho this book is for This Android book is for you if you are completely new to Java Android or programming and want to get started with Android app development If you have experience of using Java on Android this book will serve as a refresher to help you advance your knowledge and make

progress through the early projects covered in the book

**Android-Apps programmieren** Dirk Koller, 2012 Android Programmierung macht Spaß Furchtbar viel Spaß So das Fazit von Dirk Koller der in diesem Buch Schritt für Schritt aufzeigt wie eine App für die erfolgreichste Smartphone und Tablet Plattform entwickelt wird Vom Entwurf bis zur Vermarktung werden alle Details zur Erstellung und zur erfolgreichen Präsentation einer mobilen Zeiterfassungs App für Freiberufler beschrieben Entwicklungsumgebung Bevor Sie in die Programmierung einsteigen wird die Entwicklungsumgebung eingerichtet Für Android bedeutet dies Installation der Java Plattform des Android SDK und von Eclipse das zur Java Programmierung für Android bestens geeignet ist Entwurf und Aufbau der App Die Benutzeroberfläche der Beispiel App wird zuerst anhand von Skizzen entworfen danach werden all die gewünschten Funktionalitäten in die Views integriert Hierzu gehören der Zugriff auf die Kontakte und auf Geolocation Daten das Anlegen und die Abfrage einer SQLite Datenbank sowie Datenaustausch mittels XML und JSON Der notwendige Code wird erlunet und natürlich auch zum Download bereitgestellt Fertige App vermarkten Der Erfolg einer App hängt im Wesentlichen auch von dem gewählten Geschäftsmodell und der Präsentation im Netz ab Deshalb werden die Möglichkeiten die ja bei Android enorm sind hier diskutiert und Empfehlungen für die besten Erfolgsaussichten gegeben autobiographische Informationen Dr Dirk Koller ist seit mehr als zehn Jahren in der Softwareentwicklung als Entwickler Berater und technischer Projektleiter tätig Sein Tätigkeitsfeld ist die Java Oracle Entwicklung zu der er regelmäßig Beiträge in Fachzeitschriften beisteuert Seit einiger Zeit widmet er sich mit großer Begeisterung auch der App Programmierung Er lebt und arbeitet in der Nähe von Frankfurt Main

**Android-Apps Programmieren** Eugen Richter, 2021 Praktischer Einstieg von den Grundlagen der App Programmierung bis hin zu fortgeschrittenen Techniken Vollständiges Beispielprojekt mit zahlreichen Schritt für Schritt Anleitungen und Praxis Tipps Alle Komponenten professioneller Apps von einer einfachen Activity über Layouts mit XML und Datenbanken bis hin zu Android Binding und automatisierten Tests Mit diesem Buch erhalten Sie einen praktischen Einstieg in die Android App Programmierung mit Java Sie lernen alles was für die professionelle App Entwicklung wichtig ist von den Grundbausteinen einer App über die Layout Erstellung mit XML bis hin zum Einsatz von Datenbanken Der Autor führt Sie anhand eines durchgängigen Praxisbeispiels durch den gesamten Entwicklungsprozess einer App und zeigt Ihnen wie Sie Android Studio effektiv einsetzen Dabei lernen Sie Schritt für Schritt wie Sie Daten verarbeiten und mit Room in einer Datenbank speichern Apps mit mehreren Bildschirmseiten programmieren Dialoge anzeigen Berechtigungen abfragen mit Hintergrundprozessen arbeiten Internet Services einbinden und vieles mehr Abschließend erläutert der Autor wie Sie Ihre App testen und im Google Play Store sowie auf der eigenen Website veröffentlichten Darüber hinaus zeigt er Ihnen verschiedene Möglichkeiten der Monetarisierung auf Grundkenntnisse in objektorientierter Programmierung idealerweise mit Java sowie im Umgang mit XML werden vorausgesetzt Aus dem Inhalt Grundlagen der App Programmierung Einführung in Android Studio Gradle als Build System Projektanlage Layouts erstellen mit XML Activities und Seitennavigation Einbinden einer SQLite Datenbank mit

Room Export von Daten Dialoge Datenverarbeitung im Hintergrund Berechtigungen Trennung von Layout Layout Logik und Programmlogik mit Android Binding Internet Services einbinden Automatisierte Tests und Unit Testing App veröffentlichten Praktisches Glossar *Professional Android* Reto Meier, Ian Lake, 2018-08-23 The comprehensive developer guide to the latest Android features and capabilities Professional Android 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps This hands on approach provides in depth coverage through a series of projects each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality The exercises begin simply and gradually build into advanced Android development Clear concise examples show you how to quickly construct real world mobile applications This book is your guide to smart efficient effective Android development Learn the best practices that get more out of Android Understand the anatomy lifecycle and UI metaphor of Android apps Design for all mobile platforms including tablets Utilize both the Android framework and Google Play services [Android Programming for Beginners](#) John Horton, 2015-12-31 Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick start your Android programming career or just have fun publishing apps to the Google Play marketplace A first principles introduction to Java via Android which means you ll be able to start building your own applications from scratch Learn by example and build three real world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming but haven t found the right way in Do you have a great idea for an app but don t know how to make it a reality Or maybe you re just frustrated that to learn Android you must know java If so Android Programming for Beginners is for you You don t need any programming experience to follow along with this book just a computer and a sense of adventure What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction data captures sound and animation to your apps Manage your apps data using the built in Android SQLite database Find out about the design patterns used by professionals to make top grade applications Build deploy and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world There are millions of devices accessing tens of thousands of applications It is many people s entry point into the world of technology it is an operating system for everyone Despite this the entry fee to actually make Android applications is usually a computer science degree or five years worth of Java experience Android Programming for Beginners will be your companion to create Android applications from scratch whether you re looking to start your programming career make an application for work be reintroduced to mobile development or are just looking to program for fun We will introduce you to all the fundamental concepts of programming in an Android context from the Java basics to working with the Android API All examples are created from within Android Studio the official Android development environment that helps supercharge your application development process After this crash course we ll dive deeper into

Android programming and you'll learn how to create applications with a professional standard UI through fragments, make location aware apps with Google Maps integration and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach: With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

**Android 6 for Programmers** Paul Deitel, Harvey Deitel, Alexander Wald, 2015-11-20

The professional programmer's Deitel guide to smartphone and tablet app development using Android M and the new Android Studio IDE. Billions of apps have been downloaded from Google Play™. This book gives you everything you'll need to start developing great Android M 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 seven fully tested Android apps, complete with code highlighting, code walkthroughs, and sample outputs. Apps you'll develop include Welcome App, Cannon Game, Tip Calculator, Doodlz, Twitter Searches, Flag Quiz, Address Book. 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 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 Doodlz app in Chapter 1, then building your first app in Chapter 2. By the time you reach Chapter 9, 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, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet, public relations, and more. The Deitel Developer Series is designed for professional programmers. The series presents focused treatments on a growing list of emerging and mature technologies, including Android™ app development, iOS app development, Java™, C, and .NET C/C#. JavaScript, Internet, and web development, and more. Each book in the series contains the same live code teaching methodology used in the Deitels' *How to Program* Series college textbooks: most concepts are presented in the context of completely coded working apps. Deitel Associates is an internationally recognized authoring and corporate training organization specializing in Android™ and iOS app development, programming languages, object technology, and Internet and web software technology. The company offers instructor-led courses delivered at client sites worldwide on programming languages and platforms such as Android™ app development, iOS app development, Java™, Objective C, C#, Visual Basic, Visual C++, XML, Python, Perl, object technology, Internet, and web programming, and a growing list of additional

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[Android Programming with Kotlin for Beginners](#) John Horton,2019-04-30 Build smart looking Kotlin apps with UI and functionality for the Android platform Key FeaturesStart your Android programming career or just have fun publishing apps on Google Play marketplaceThe first principle introduction to Kotlin through Android to start building easy to use appsLearn by example and build four real world apps and dozens of mini appsBook Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first class programming language to build Android apps With the imminent arrival of the most anticipated Android update Android 10 Q this book gets you started building apps compatible with the latest version of Android It adopts a project style approach where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real world apps and more than a dozen mini apps The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease You will learn to make your apps more presentable using different layouts You will dive deep into Kotlin programming concepts such as variables functions data structures Object Oriented code and how to connect your Kotlin code to the UI You will learn to add multilingual text so that your app is accessible to millions of more potential users You will learn how animation graphics and sound effects work and are implemented in your Android app By the end of the book you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps What you will learnLearn how Kotlin and Android work togetherBuild a graphical drawing app using Object Oriented Programming OOP principlesBuild beautiful practical layouts using ScrollView RecyclerView NavigationView ViewPager and CardViewWrite Kotlin code to manage an apps data using different strategies including JSON and the built in Android SQLite databaseAdd user interaction data captures sound and animation to your appsImplement dialog boxes to capture input from the userBuild a simple database app that sorts and stores the user s dataWho this book is for This book is for people who are new to Kotlin Android and want to develop Android apps It also acts as a refresher for those who have some experience in programming with Android and Kotlin

[Android App Development For Dummies](#) Michael Burton,2015-02-23 The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app this hands on guide gives you everything you need

to dig into the development process and turn your great idea into a reality In this new edition of Android App Development For Dummies you ll find easy to follow access to the latest programming techniques that take advantage of the new features of the Android operating system Plus two programs are provided a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform Android mobile devices currently account for nearly 80% of mobile phone market share worldwide making it the best platform to reach the widest possible audience With the help of this friendly guide developers of all stripes will quickly find out how to install the tools they need design a good user interface grasp the design differences between phone and tablet applications handle user input avoid common pitfalls and turn a meh app into one that garners applause Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you re a new or veteran programmer Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time

**Learning Mobile App Development** Jakob Iversen,Michael Eierman,2014 This book is unique in two ways First it is specifically designed to meet the needs of students in a classroom setting making it ideal for use in college technical and advanced high school computer science programs that are rapidly incorporating mobile development into their curricula Second it offers insightful parallel coverage of both iOS and Android helping students achieve mastery of either or both platforms as they gain a deeper comparative understanding of mobile development Students are guided through developing an actual working app on both platforms they learn about the entire mobile app development lifecycle including issues associated with licensing and both public and enterprise distribution This guide s tutorials have been extensively tested in developer training courses and are designed to support individuals coming to mobile development with widely varying backgrounds For those new to iOS the authors also provide an introduction to Objective C the iOS platform s native language

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