

[PDF] Sams Teach Yourself Android Application Development In 24 Hours (2nd Edition)

Lauren Darcey, Shane Conder - pdf download free book

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Description:

From the Back Cover

In just 24 sessions of one hour or less, learn how to build powerful applications for the world's first complete, open, and free mobile platform: Android. Using this book's straightforward, step-by-step approach, you'll build a fully-featured Android application from the ground up and master the skills you need to design, develop, test, and publish powerful applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success!

Some of the highlights of this new edition include:

- More comprehensive code listings
- New, improved exercises based upon reader feedback
- Completely overhauled sample code on a new companion CD
- New coverage of hot topics like tablet design, services, app widgets, Android Market updates, and more
- Even more tips and tricks from the trenches to help you design, develop, and test applications for a different device targets, including an all-new chapter on tackling compatibility issues

Learn how to...

- Develop Android applications quickly and successfully with Java
- Master the latest Android SDK and development tools
- Leverage the Eclipse programming environment to develop Android projects
- Understand the Android application lifecycle
- Build effective, user-friendly user interfaces
- Store, retrieve, and manipulate application data
- Add popular network, social, and location-based features to your applications
- Take advantage of Android device hardware like the camera
- Internationalize, test, and publish your applications

Sample code available on CD can also be downloaded at informit.com/title/9780672335693

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androidbook.blogspot.com

About the Author

Lauren Darcey is responsible for the technical leadership and direction of a small software company specializing in mobile technologies, including Android, iPhone, BlackBerry, Palm Pre, BREW, and J2ME, and consulting services. With more than two decades of experience in professional software production, Lauren is a recognized authority in enterprise architecture and the development of commercial-grade mobile applications. Lauren received a B.S. in Computer Science from the University of California, Santa Cruz.

She spends her copious free time traveling the world with her geeky mobile-minded husband. She is an avid nature photographer, and her work has been published in books and newspapers around the world. In South Africa, she dove with 4-meter-long great white sharks and got stuck between a herd of rampaging hippopotami and an irritated bull elephant. She's been attacked by monkeys in Japan, gotten stuck in a ravine with two hungry lions in Kenya, gotten thirsty in Egypt, narrowly avoided a coup d'état in Thailand, geocached her way through the Swiss Alps, drank her way through the beer halls of Germany, slept in the crumbling castles of Europe, and gotten her tongue stuck to an iceberg in Iceland (while being watched by a herd of suspicious wild reindeer).

Shane Conder has extensive development experience and has focused his attention on mobile and embedded development for the past decade. He has designed and developed many commercial applications for Android, iPhone, BREW, BlackBerry, J2ME, Palm, and Windows Mobile—some of which have been installed on millions of phones worldwide. Shane has written extensively about the

mobile industry and evaluated mobile development platforms on his tech blogs and is well known within the blogosphere. Shane received a B.S. in Computer Science from the University of California.

A self-admitted gadget freak, Shane always has the latest phone, laptop, or other mobile device. He can often be found fiddling with the latest technologies, such as cloud services and mobile platforms, and other exciting, state-of-the-art technologies that activate the creative part of his brain. He also enjoys traveling the world with his geeky wife, even if she did make him dive with 4-meter-long great white sharks and almost get eaten by a lion in Kenya. He admits that he has to take at least two phones and a tablet with him when backpacking, even though there is no coverage, that he snickered and whipped out his Android phone to take a picture when his wife got her tongue stuck to that iceberg in Iceland, and that he is catching on that he should be writing his own bio.

The authors have also published an intermediate/advanced book on Android development called *Android Wireless Application Development*, Second Edition, part of the Addison-Wesley Developer's Library series. Lauren and Shane have also published numerous articles on mobile software development for magazines, technical journals, and online publishers of educational content. You can find dozens of samples of their work in *Smart Developer* magazine (Linux New Media), *Developer.com*, *Network World*, Envato (MobileTuts+ and CodeCanyon), and InformIT, among others. They also publish articles of interest to their readers at their own Android website, <http://androidbook.blogspot.com>. You can find a full list of the authors' publications at <http://goo.gl/f0Vlj>.

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