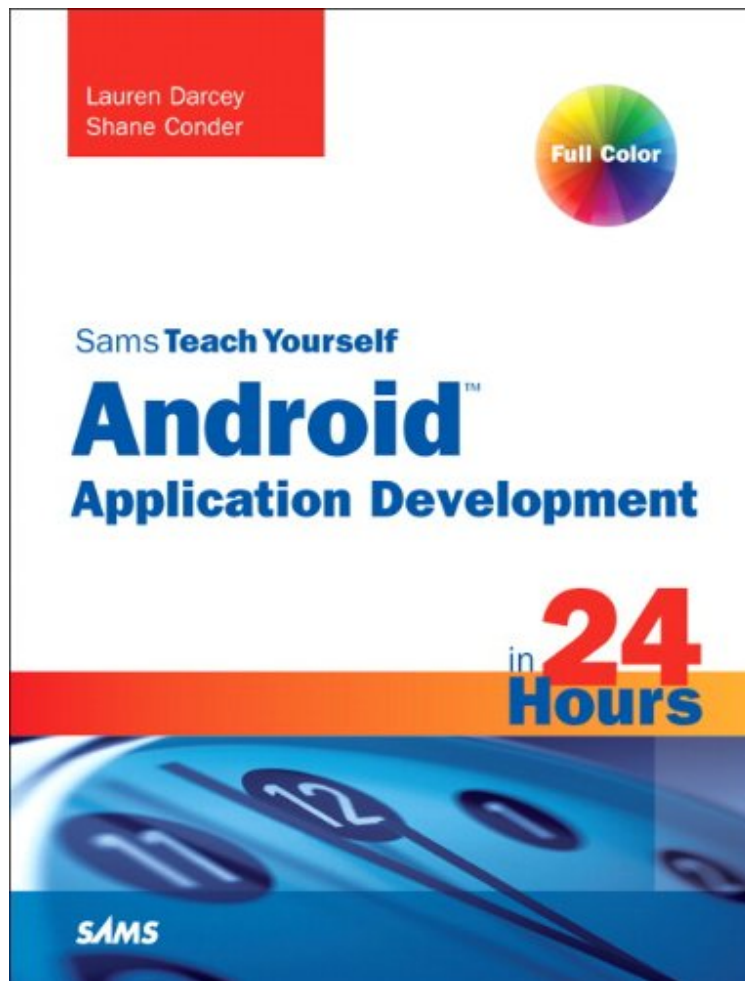


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Sams Teach Yourself Android Application Development in 24 Hours (Sams Teach Yourself -- Hours)

Von Lauren Darcey, Shane Conder
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Von Lauren Darcey, Shane Conder : Sams Teach Yourself Android Application Development in 24 Hours (Sams Teach Yourself -- Hours) before purchasing it in order to gage whether or not it would be worth my time, and all praised Sams Teach Yourself Android Application Development in 24 Hours (Sams Teach Yourself -- Hours):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Gut verstdliche Einfhrung - Nicht als Referenz geeignetVon Stephan WiesnerDas buch ist ein typisches 24-Stunden-Buch.Klar verstdlich wird anhand eines durchgngigen Beispiels eine recht umfangreiche App entwickelt. Dabei werden die meisten Bereiche der Programmierung mit Android angefasst (Netzwerk, GPS, Kamera, etc).Kleine Tipps helfen Anfngern auf die Spur - gehen aber nicht immer so weit, wie ich das gerne htte. Beispiel:Es wird erwhtnt, dass

die Anwendung auf dem Phone unter /data/data/package name gespeichert wird. Das ist gut. Aber: Es wird nicht erwähnt, dass dieses Verzeichnis nur auf dem Emulator einsehbar ist. Hat mich nen Vormittag gekostet, weil ich auf meinem Phone mit allen möglichen Mitteln (ausser rooten, das hätte geholfen) nach meiner App gesucht habe... Naturgemäß eignet das Buch sich weniger als Nachschlagewerk, da die Code Beispiele meist in das grosse Beispiel eingebettet sind. Nach dem Durcharbeiten sollte man mit Google aber eh schneller Lösungen zu konkreten Fragen finden... 0 von 0 Kunden fanden die folgende Rezension hilfreich. Top Von Richard Cochius Hat alles problemlos funktioniert und Produkt war wie beschrieben. Jederzeit wieder. :-) Empfehlenswert. Mehr ist nicht zu sagen. Vielen Dank.

Kurzbeschreibung 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! Step-by-step instructions carefully walk you through the most common Android development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to Develop Android applications quickly and successfully with Java Master Google's 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 Retrieve, store, and work with application data Develop powerful network applications Add popular social features and location-based services to your applications Take advantage of Android device hardware like the camera Internationalize, test, and publish your Android applications

Kurzbeschreibung 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! Step-by-step instructions carefully walk you through the most common Android development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to Develop Android applications quickly and successfully with Java Master Google's 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 Retrieve, store, and work with application data Develop powerful network applications Add popular social features and location-based services to your applications Take advantage of Android device hardware like the camera Internationalize, test, and publish your Android applications

ber den Autor und weitere Mitwirkende 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. 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 and is an avid nature photographer. 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'etat 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 BREW, J2ME, Palm, Windows Mobile, and Android--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 or laptop. He can often be found fiddling with the latest technologies, such as Web Services, Android, iPhone, Google App Engine, 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 it was his fault they got attacked by

monkeys in Japan, that he snickered and whipped out his Android phone to take a picture when Laurie got her tongue stuck to that iceberg in Iceland, and that he still hasn't learned his lesson about writing his own bio. Other Publications by the Authors The authors have also published *Android Wireless Application Development*, part of the Addison-Wesley Developer's Library series, as well as numerous online technical articles for <http://developer.com>, <http://informIT.com>, and their own Android blog, <http://androidbook.blogspot.com>.