

Android Studio Essentials

Android Studio 3.5 Development Essentials - Java Edition Neil Smyth
Fully updated for Android Studio 3.5 and Android 10 (Q), the goal of this book is to teach the skills necessary to develop Android based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.5 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Kotlin / Android Studio 3.0 Development Essentials - Android 8 Edition Neil Smyth Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio Otter Essentials - Java Edition Neil Smyth 2025-11-25
This book, fully updated for Android Studio Otter, teaches you how to develop Android-based applications using Java. Beginning with the basics, the book outlines how to set up an Android development and

testing environment, followed by an overview of tool windows, the code editor, and the Layout Editor. An introduction to Android architecture is followed by an in-depth look at Android application and user interface design using Android Studio. Chapters also cover the Android Architecture Components, including view models, lifecycle management, Room database access, content providers, the Database Inspector, app navigation, live data, and data binding. Topics such as intents, touchscreen handling, gesture recognition, and AI integration into Android apps are also included. The concepts of material design are also covered in detail, including floating action buttons, Snackbars, tabbed interfaces, card views, and collapsing toolbars. Other key features of Android Studio and Android are also covered in detail, including the Layout Editor, the ConstraintLayout and ConstraintSet classes, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced Android Studio features, such as Gradle build configuration, in-app billing, and submitting apps to the Google Play Developer Console. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Android Studio 3.0 Development Essentials - Android 8 Edition Neil Smyth 2017-11-25 Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio 2 Development Essentials Neil Smyth 2016-05-23 Fully updated for Android Studio 2, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 6 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Designer tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book

also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. The key new features of Android Studio 2, Instant Run and the new AVD emulator environment, are also covered in detail. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio 3.6 Development Essentials - Kotlin Edition Neil Smyth 2020-03-09 Fully updated for Android Studio 3.6, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.6 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio 4.1 Development Essentials - Java Edition Neil Smyth 2021 Acquire the skills necessary to develop Android apps using the Android Studio integrated development environment and the Java programming language Key Features Design complex, responsive user interface layouts Use the latest Material Design components to build modern user interface designs Integrate with SQLite databases and the Android Room Persistence Library Book Description For developers, Android 11 has a ton of new capabilities. The goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. This book begins with the steps necessary to set up an Android development and testing environment. An overview of Android Studio along with the architecture of Android is covered next, followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. You will also learn about the Android architecture components along with some advanced topics such as touch screen handling, gesture recognition, the recording and playback of audio, app links, dynamic delivery, the AndroidStudio profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. The concepts of material design, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars are a highlight of this book. This edition of the book also covers printing, transitions, and cloud-based file storage; the foldable device support is the cherry on the cake. By the end of this course, you will be able to develop Android 11 Apps using Android Studio 4.1, Java, and Android Jetpack. What you will learn Install and configure Android Studio on Windows, macOS, and Linux Detect screen touches and gestures Use Java threads to write asynchronous code Integrate your apps with Google cloud storage Divide large apps

using dynamic feature modules Monitor app performances using the Android Studio Profiler tool Who this book is for This book is for Java developers who want to learn essential skills to work with Android Studio 4.1 to build applications. The book also covers important topics about Android architecture that are essential for anyone looking to become an Android application developer. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you ar...

Android Studio Narwhal Essentials Kotlin Edition Neil Smyth 2025-08-21 This book, fully updated for Android Studio Narwhal Feature Drop, teaches you how to develop Android-based applications using Kotlin. Beginning with the basics, the book outlines how to set up an Android development and testing environment, followed by an introduction to programming in Kotlin, including data types, control flow, functions, lambdas, and object-oriented programming. Asynchronous programming using Kotlin coroutines and flow is also covered in detail. Chapters also cover the Android Architecture Components, including view models, lifecycle management, Room database access, content providers, the Database Inspector, app navigation, live data, and data binding. Topics such as intents, touchscreen handling, gesture recognition, and the integration of artificial intelligence into Android apps are also included. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, and collapsing toolbars. Other key features of Android Studio and Android are also covered in detail, including the Layout Editor, the ConstraintLayout and ConstraintSet classes, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio, such as Gradle build configuration, in-app billing, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Android Studio 4.0 Development Essentials - Kotlin Edition Neil Smyth 2020-06-05 Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio 4.1 Development Essentials - Java Edition Neil Smyth 2020-10-26 Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming

language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.1 and Android 11 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio 3.6 Development Essentials - Kotlin Edition Neil Smyth 2020-04-30 Update your Android Studio skills and build modern Android applications using Kotlin

Key Features*

- Set up Android development and testing environments
- Gain core knowledge of the Kotlin programming language
- Study the design of Android applications and its user interfaces in-depth

Book Description The popularity of Kotlin as an Android-compatible language keeps growing every day. This book will help you build your own Android applications using Kotlin. Android Studio 3.6 Development Essentials - Kotlin Edition first shows you how to install Android development and test environments on different operating systems. Next, you will create an Android app and a virtual device in Android Studio and install an Android application on an emulator. You will test apps on emulators and on physical Android devices. Next, you'll explore the features of Android Studio 3.6, Android 10, and Android architecture. The focus then shifts to the Kotlin language. You'll be given an overview of Kotlin, and practice converting code from Java to Kotlin. You'll also explore data types, operators, expressions, loops, functions, and the basics of OOP in Kotlin. The book will then cover Android Jetpack and how to create an example app project using the ViewModel component. You'll study advanced topics such as views and widget implementation, multi-window support integration, and biometric authentication. Finally, you will learn to upload your app to the Google Play Console and handle the build process with Gradle. By the end of this book, you will have gained the knowledge and skills required to develop powerful Android applications using Kotlin. What you will learn

- Build reliable apps with less error-prone code using Kotlin
- Use Java-based Android libraries in Kotlin
- Reduce the amount of code using Android Jetpack
- Explore unique ways to handle single and multi-touch events
- Use Gesture libraries to implement gesture and pinch recognition systems
- Increase your app visibility with app links

Who this book is for This book is ideal for anyone who wants to learn how to develop powerful Android Applications using Kotlin and Android Studio 3.6. A basic understanding of Kotlin and Android SDK is recommended.

Android Studio 3.6 Development Essentials - Java Edition Neil Smyth (Application developer) 1901

Android Studio 4.0 Development Essentials - Java Edition Neil Smyth 2020-09-24 Explore Android Studio 4.0 and update your skills to build modern applications in Java

Key Features*

- Set up your Android development and testing environments
- Create user interfaces with Android Studio Editor, XML, and Java
- Explore the essential elements of Android Jetpack

Book Description Android rolls out frequent updates to meet the demands of the dynamic mobile market and to enable its developer community to lead advancements in application development. This book focuses on the updated features of Android Studio (the fully integrated development environment launched by Google) to build reliable Android applications using Java. The book starts by outlining the steps necessary to set up an Android development and testing

environment. You'll then learn how to create user interfaces with the help of Android Studio Layout Editor, XML files, and by writing the code in Java. The book introduces you to Android architecture components and advanced topics such as intents, touchscreen handling, gesture recognition, multi-window support integration, and biometric authentication, and lets you explore key features of Android Studio 4.0, including the layout editor, direct reply notifications, and dynamic delivery. You'll also cover Android Jetpack in detail and create a sample app project using the ViewModel component. Finally, you'll upload your app to the Google Play Console and handle the build process with Gradle. By the end of this book, you'll have gained the skills necessary to develop applications using Android Studio 4.0 and Java. What you will learn

- Design impressive UI for Android application using Android Studio Editor and Java
- Understand how Android Jetpack can help you reduce the amount of code
- Explore unique ways to handle single-touch and multi-touch events
- Trigger local and remote notifications on the device
- Integrate biometric authentication into an Android app
- Create, test, and upload an Android app bundle on Google Play Store

Who this book is for This book is for application developers and Java programmers who want to explore Android Studio 4.0 to create powerful Android applications. A basic understanding of Java and the Android SDK will be helpful.

Android Studio 3.6 Development Essentials 2020

Android Studio Ladybug Essentials - Java Edition Neil Smyth 2024-11-12

This book, fully updated for Android Studio Ladybug and the new UI, teaches you how to develop Android-based applications using the Java programming language. Beginning with the basics, the book outlines how to set up an Android development and testing environment, followed by an overview of areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters also cover the Android Architecture Components, including view models, lifecycle management, Room database access, content providers, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touchscreen handling, gesture recognition, and the recording and playback of audio. This book edition also covers printing, transitions, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio and Android are also covered in detail, including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio, such as App Links, Gradle build configuration, in-app billing, and submitting apps to the Google Play Developer Console. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Android Studio Development Essentials Neil Smyth 2016-04

Android Studio 4.2 Development Essentials - Java Edition Neil Smyth 2021-06-09 Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications.

Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.

Android Studio 4.0 Development Essentials - Kotlin Edition Neil Smyth 2020-06-08 Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android Studio 3.3 Development Essentials Neil Smyth Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Kotlin programming language. This book contains 88 in-depth chapters and 45 sample projects (including the source code). Note: This is the Kotlin edition of the book. If you are looking for the Java edition, search for Android Studio 3.0 Development Essentials - Android 8 Edition. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android

Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration.

Android Studio 4.1 Development Essentials - Kotlin Edition Neil Smyth 2021 Acquire the skills necessary to develop Android apps using the Android Studio integrated development environment and the Kotlin programming language Key Features Learn to code using the Kotlin programming language Use the latest Material Design components to build modern user interface designs Integrate with SQLite databases and the Android Room Persistence Library Book Description Android 11 has a ton of new capabilities. It comes up with three foci: a people-centric approach to communication, controls to let users quickly access and manage all of their smart devices, and privacy to give users more ways to control how data on devices is shared. This book starts off with the steps necessary to set up an Android development and testing environment, followed by an introduction to programming in Kotlin. An overview of Android Studio and its architecture is provided, followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. You will also learn about the Android architecture components along with some advanced topics such as touch screen handling, gesture recognition, the recording and playback of audio, app links, dynamic delivery, the AndroidStudio profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. The concepts of material design are also covered in detail. This edition of the book also covers printing, transitions, and cloud-based file storage; foldable device support is the cherry on the cake. By the end of this course, you will be able to develop Android 11 Apps using Android Studio 4.1, Kotlin, and Android Jetpack. What you will learn Install and configure Android Studio on Windows, macOS, and Linux Write multi-threaded Kotlin code using Coroutines Understand Android architecture and app lifecycle Build view model-based apps using the Jetpack architecture Integrate your apps with Google cloud storage Add printing support from within your own apps Who this book is for This book is for Kotlin developers who want to learn essential skills to work with Android Studio 4.1 to build applications. The book also covers important topics about Android architecture essential for anyone looking to become an Android application developer. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, then you ...

Android Studio Essentials

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