

Custom Android Guide

CompTIA A+ Complete Review Guide Troy McMillan 2019-04-23 A comprehensive step-by-step review for A+ certification, revised for the latest exams The CompTIA A+ Complete Review Guide: Exam 220-1001 and Exam 220-1002, Fourth Edition is an ideal preparation tool to help you ace the exam and get certified. The must-have companion to the CompTIA A+ Complete Study Guide, this book provides a streamlined review of vital exam topics, helping you reinforce comprehension and strengthen retention. Now in its fourth edition, this review guide has been fully updated to focus on the latest best practices and new exam objectives. A clear and concise review structure helps you to focus on problem areas while logically organized topics allow for quick reference and flexible study. Covering both A+ exams, this book covers topics including PC hardware, networking, operating systems and procedures, security, troubleshooting, and more. Access to the Sybex online learning environment includes practice test questions, bonus exams, electronic flashcards, and a searchable glossary of key terms. Organize your exam prep to focus on challenging areas and reinforce your understanding of essential exam objectives. A+ certification is a vital step for careers in information technology, allowing current and prospective computer technicians to validate or recertify their skills. An essential component to any A+ exam strategy, this valuable review will help you: Learn to install and configure modern hardware and peripherals such as network switches, firewalls, and Bluetooth modules Keep updated on current software, including Windows, Linux, and mobile operating systems Integrate exam reviews with other Sybex learning resources to provide a comprehensive study plan The CompTIA A+ Complete Review Guide: Exam 220-1001 and Exam 220-1002, Fourth Edition is an integral part of your overall exam prep strategy, allowing you to focus your study on what matters most.

Android Studio Jellyfish Essentials - Java Edition Neil Smyth 2024-05-06 This book, fully updated for Android Studio Jellyfish (2023.3.1) and the new UI, teaches you how to develop Android-based applications using the Java programming language. This book begins with the basics and 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 touch screen 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.

Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs Lab Manual, Fourth Edition (Exams 220-801

& 220-802) Mike Meyers 2012-08-22 Bestselling CompTIA A+ author Mike Meyers provides 130+ hands-on, step-by-step labs—updated for the 2012 exams—so you can practice the IT skills essential for your success With coverage of CompTIA A+ certification exams 220-801 and 220-802, Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs Lab Manual, Fourth Edition contains more than 130 labs that challenge you to solve real-world problems with key concepts. Clear, measurable lab objectives map to certification exam objectives, ensuring direct correspondence to Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fourth Edition. Lab solutions are only available to instructors and are not printed inside the book. The Lab Manual also includes materials lists and lab set-up instructions. Step-by-step, not click-by click, lab scenarios require you to think critically, and Hint and Warning icons guide you through potentially tricky situations. Post-lab observation questions measure your understanding of lab results and the key term quiz helps to build your vocabulary.

A DIY Smart Home Guide: Tools for Automating Your Home Monitoring and Security Using Arduino, ESP8266, and Android

Robert Chin 2020-03-27 Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Design and build custom devices that work through your phone to control your home remotely Setting up a "smart home" can be costly, intimidating, and invasive. This hands-on guide presents you with an accessible and cheap way to do it yourself using free software that will enable your home and your mobile devices to communicate. A DIY 'Smart Home' Guide: Tools for Automating Your Home Monitoring and Security Using Arduino, ESP8266, and Android contains step-by-step plans for easy-to-build projects that work through your phone to control your home environment remotely. All the projects in the book are geared towards helping you create a "smart home," with fun and useful examples such as wireless temperature and humidity monitors, automated lights, sensors that can trigger alarms in the event of broken glass, fire, window entry, or water heater leakage, and much more! All

projects can be accomplished with no previous knowledge; for those with some background in C/C++ or JAVA, the projects can be customized. • All projects use easy, free, flexible, open-source platforms such as Arduino • Focuses projects on real-world remote control activations for protecting the home • Written by a "smart home" expert and experienced author

Mobile Forensic Investigations: A Guide to Evidence Collection, Analysis, and Presentation, Second Edition Lee Reiber 2018-12-06 Master the tools and techniques of mobile forensic investigations Conduct mobile forensic investigations that are legal, ethical, and highly effective using the detailed information contained in this practical guide. Mobile Forensic Investigations: A Guide to Evidence Collection, Analysis, and Presentation, Second Edition fully explains the latest tools and methods along with features, examples, and real-world case studies. Find out how to assemble a mobile forensics lab, collect prosecutable evidence, uncover hidden files, and lock down the chain of custody. This comprehensive resource shows not only how to collect and analyze mobile device data but also how to accurately document your investigations to deliver court-ready documents. • Legally seize mobile devices, USB drives, SD cards, and SIM cards • Uncover sensitive data through both physical and logical techniques • Properly package, document, transport, and store evidence • Work with free, open source, and commercial forensic software • Perform a deep dive analysis of iOS, Android, and Windows Phone file systems • Extract evidence from application, cache, and user storage files • Extract and analyze data from IoT devices, drones, wearables, and infotainment systems • Build SQLite queries and Python scripts for mobile device file interrogation • Prepare reports that will hold up to judicial and defense scrutiny

Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs Lab Manual, Sixth Edition (Exams 220-1001 & 220-1002) Mike Meyers 2019-07-05 Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. 140+ Hands-On, Step-by-Step Labs, Fully Updated for

the Core 1 and Core 2 Exams This practical workbook contains more than 140 labs that challenge you to solve real-world problems by applying key concepts. Thoroughly revised for the 220-1001 and 200-1002 exam objectives, this book maps directly to Mike Meyers' CompTIA A+® Guide to Managing and Troubleshooting PCs, Sixth Edition. You will get complete materials lists, setup instructions, and start-to-finish lab scenarios. "Hint" and "Warning" icons guide you through tricky situations, and post-lab questions measure your knowledge. This manual covers: Hardware and OS Troubleshooting Professional Behavior Windows 7/8.1/10 Configuration and Maintenance macOS and Linux Configuration and Maintenance CPUs and RAM BIOS and UEFI Firmware Motherboards, Expansion Cards, and Ports Power Supplies and Mass Storage PC Assembly and Configuration Users, Groups, and Permissions Display Technologies Local Area and Wi-Fi Networking The Internet, Computer Security, and more

Mobile Forensic Investigations: A Guide to Evidence Collection, Analysis, and Presentation Lee Reiber 2015-11-22 This in-depth guide reveals the art of mobile forensics investigation with comprehensive coverage of the entire mobile forensics investigation lifecycle, from evidence collection through advanced data analysis to reporting and presenting findings. Mobile Forensics Investigation: A Guide to Evidence Collection, Analysis, and Presentation leads examiners through the mobile forensics investigation process, from isolation and seizure of devices, to evidence extraction and analysis, and finally through the process of documenting and presenting findings. This book gives you not only the knowledge of how to use mobile forensics tools but also the understanding of how and what these tools are doing, enabling you to present your findings and your processes in a court of law. This holistic approach to mobile forensics, featuring the technical alongside the legal aspects of the investigation process, sets this book apart from the competition. This timely guide is a much-needed resource in today's mobile computing landscape. Notes offer personal insights from the author's years in law enforcement Tips highlight useful mobile forensics software applications, including open source applications that anyone

can use free of charge Case studies document actual cases taken from submissions to the author's podcast series Photographs demonstrate proper legal protocols, including seizure and storage of devices, and screenshots showcase mobile forensics software at work Provides you with a holistic understanding of mobile forensics

Android Studio 3.5 Development Essentials - Kotlin Edition Neil Smyth 2019-09-03 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 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. 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.

Oracle Mobile Application Framework Developer Guide: Build Multiplatform Enterprise Mobile Apps Luc Bors 2014-10-06 Master Oracle Mobile Application Framework In Oracle Mobile Application Framework Developer Guide, Oracle ACE Luc Bors explains how to use this powerful tool to create multiplatform mobile apps based on a single code base. Detailed examples and ready-to-use code are provided throughout the book. A complete, step-by-step sample application highlights the robust functionality of Oracle Mobile Application Framework, including data visualization, UX patterns, geographical maps, push notifications, and more. Take full advantage of the visual and declarative development features of Oracle Mobile Application Framework with help from this Oracle Press resource. Configure your IDE for Android and Apple iOS application development Build AMX pages and task flows for mobile applications Work with the binding layer and data controls Create application features and configure access to them in the springboard and navigation bar Call web services using a data control and create an on-device database Implement device interaction services Debug, test, and secure Oracle Mobile Application Framework applications Build an interactive sample app that maximizes Oracle Mobile Application Framework capabilities

CompTIA A+ Certification All-in-One Exam Guide, Tenth Edition (Exams 220-1001 & 220-1002) Mike Meyers 2019-04-16 This bestselling on-the-job reference and test preparation guide has been fully revised for the new 2019 CompTIA A+ exam objectives This fully revised and updated resource offers complete coverage of the latest release of CompTIA A+ exams 220-1001 & 220-1002. You'll find learning objectives at the beginning of each chapter, exam tips, practice exam questions, and in-depth explanations. Designed to help you pass the CompTIA A+ exams with ease, this definitive guide also serves as an essential on-the-job IT

reference. Covers all exam topics, including how to:

- Work with CPUs, RAM, BIOS, motherboards, power supplies, and other personal computer components
- Install, configure, and maintain hard drives
- Manage input devices and removable media
- Set up, upgrade, and maintain all versions of Windows
- Troubleshoot and fix computer problems
- Install printers and other peripherals
- Configure and secure mobile devices
- Connect to the Internet
- Set up wired and wireless networks
- Protect your personal computer and your network
- Implement virtualization and cloud-based technologies

Online content includes:

- Practice exams for 1001 & 1002
- More than one hour of free video training
- TotalSim simulations of performance-based questions
- Mike Meyers' favorite PC tools and utilities

Android for Programmers Paul J. Deitel 2012 By the world's #1 Java programming authors, and the creators of the bestselling "iPhone for Programmers," the application-driven approach to Android brings the Deitels' signature "Live Code" technique to Android development and teaches every new technique in the context of a real-world Android App: 16 complete Apps in all.

Android 6 for Programmers Paul J. Deitel 2015-12-01 The professional programmer's Deitel® 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 AppCompat 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 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.

Gray Hat Hacking: The Ethical Hacker's Handbook, Fifth Edition

Daniel Regalado 2018-04-05 Cutting-edge techniques for finding and

fixing critical security flaws Fortify your network and avert digital catastrophe with proven strategies from a team of security experts. Completely updated and featuring 13 new chapters, Gray Hat Hacking, The Ethical Hacker’s Handbook, Fifth Edition explains the enemy’s current weapons, skills, and tactics and offers field-tested remedies, case studies, and ready-to-try testing labs. Find out how hackers gain access, overtake network devices, script and inject malicious code, and plunder Web applications and browsers. Android-based exploits, reverse engineering techniques, and cyber law are thoroughly covered in this state-of-the-art resource. And the new topic of exploiting the Internet of things is introduced in this edition.

- Build and launch spoofing exploits with Ettercap
- Induce error conditions and crash software using fuzzers
- Use advanced reverse engineering to exploit Windows and Linux software
- Bypass Windows Access Control and memory protection schemes
- Exploit web applications with Padding Oracle Attacks
- Learn the use-after-free technique used in recent zero days
- Hijack web browsers with advanced XSS attacks
- Understand ransomware and how it takes control of your desktop
- Dissect Android malware with JEB and DAD decompilers
- Find one-day vulnerabilities with binary diffing
- Exploit wireless systems with Software Defined Radios (SDR)
- Exploit Internet of things devices
- Dissect and exploit embedded devices
- Understand bug bounty programs
- Deploy next-generation honeypots
- Dissect ATM malware and analyze common ATM attacks
- Learn the business side of ethical hacking

Gray Hat Hacking The Ethical Hacker's Handbook, Fourth Edition Daniel Regalado 2015-01-09 Cutting-edge techniques for finding and fixing critical security flaws Fortify your network and avert digital catastrophe with proven strategies from a team of security experts. Completely updated and featuring 12 new chapters, Gray Hat Hacking: The Ethical Hacker's Handbook, Fourth Edition explains the enemy’s current weapons, skills, and tactics and offers field-tested remedies, case studies, and ready-to-deploy testing labs. Find out how hackers gain access, overtake network devices, script and inject malicious code, and plunder Web applications and browsers. Android-based exploits, reverse

engineering techniques, and cyber law are thoroughly covered in this state-of-the-art resource. Build and launch spoofing exploits with Ettercap and Evilgrade Induce error conditions and crash software using fuzzers Hack Cisco routers, switches, and network hardware Use advanced reverse engineering to exploit Windows and Linux software Bypass Windows Access Control and memory protection schemes Scan for flaws in Web applications using Fiddler and the x5 plugin Learn the use-after-free technique used in recent zero days Bypass Web authentication via MySQL type conversion and MD5 injection attacks Inject your shellcode into a browser's memory using the latest Heap Spray techniques Hijack Web browsers with Metasploit and the BeEF Injection Framework Neutralize ransomware before it takes control of your desktop Dissect Android malware with JEB and DAD decompilers Find one-day vulnerabilities with binary diffing

CompTIA A+ Certification All-in-One Exam Guide, Ninth Edition (Exams 220-901 & 220-902) Mike Meyers 2016-01-07 This bestselling on-the-job reference and test preparation guide has been fully revised for the new 2015 CompTIA exam objectives for exams 901 & 902 Written by the leading authority on CompTIA A+ certification and training, this self-study set has been thoroughly updated to cover 100% of the topics covered on the latest edition of the exam. New topics include managing and maintaining cellular devices, including tablets; configuring operating systems, including Windows 8, Android, and iOS; and enhanced, mobile-centered security and troubleshooting procedures. The All-in-One Exam Guide enables you to take the test with complete confidence. It also serves as a practical reference for IT support and technical personnel. Bonus electronic content includes: Practice exams with hundreds of accurate questions More than an hour of video training featuring Mike Meyers Performance-based simulations that prepare you for the performance-based questions on the exam A collection of Mike's favorite free PC tools Key Features include: Written with the "in the trenches" voice and clarity Mike Meyers is known for Features pre-assessment tests, exam tips, and "Try This!" sections to reinforce difficult topics Includes a coupon for 10% off of the exam fee, a \$37 value

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.

Mike Meyers CompTIA A+ Guide to Managing and Troubleshooting PCs, 4th Edition (Exams 220-801 & 220-802)

Mike Meyers 2012-08-22 Essential Skills for a Successful IT Career
Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exams 220-801 and 220-802 and become an expert hardware technician. Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fourth Edition is completely up-to-date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. Answers and solutions to the end-of-chapter sections are only available to instructors and are not printed inside the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage input devices and removable media Install, upgrade, and troubleshoot Windows XP, Windows Vista, and Windows 7 Troubleshoot all common PC problems Install video and multimedia cards Work with smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Protect your PC and your network Install, configure, and manage printers Work with virtualization technologies Understand safety and environmental issues Electronic content features: Practice exams for 801 & 802 with hundreds of questions One hour+ of free video training from Mike Meyers A collection of Mike's latest favorite shareware and freeware PC tools and utilities Adobe Digital Editions free eBook download (subject to Adobe's system requirements) Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

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.

[HTML5 for iOS and Android: A Beginner's Guide](#) Robin Nixon 2011-07-12 Essential Skills--Made Easy! Create advanced websites, web apps, and standalone apps for Apple iOS and Google Android devices. HTML5 for

iOS and Android: A Beginner's Guide explains, step by step, how to use HTML5 and CSS3 as well as supporting technologies, such as JavaScript, MySQL, and PHP. Download wrapper code from the book's companion website to enable your programs to run like native iOS or Android apps. You'll also get tips for distributing your creations in various app stores. Everything you need to get started developing powerful mobile apps and websites is included in this hands-on guide. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Robin Nixon is a developer and freelance technical writer who has published more than 500 articles in magazines such as PC Plus, PCW, Web User, PC Advisor, and PC Answers. He is the author of several computer books, including Plug-in PHP, Plug-in JavaScript, and Plug-in CSS.

Android Studio 3.2 Development Essentials - Android 9 Edition

Neil Smyth 2018-12-27 Fully updated for Android Studio 3.2, Android 9 and the Android Jetpack 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. 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 databases, app navigation, live data and data binding. More advanced topics such as 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 3.2 and Android 9 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.

Custom Aiidroid Guide

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Custom Aidroid Guide

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