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Android Programming The Big Nerd Ranch

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

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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

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Androiddevelopment.

*Learn the best practices
that get more out of*

*Android Understand the
anatomy, lifecycle, and
UI metaphor of*

*Androidapps Design for
all mobile platforms,
including tablets*

*Utilize both the Android
framework and Google
Playservices*

*Whether you are a
seasoned Objective-C
developer or new to the
Xcode platform, Swift
Essentials will provide
you with all you need to
know to get started with*

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the language. Prior experience with iOS development is not necessary, but will be helpful to get the most out of the book.

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

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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

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*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*

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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

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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

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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,

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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

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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

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application development
in context.

What will you learn from
this book? If you have
an idea for a killer
Android app, this fully
revised and updated
edition will get you up
and running in a jiffy.
You'll go beyond syntax
and how-to manuals and
learn how to think like
a great Android
developer. This hands-on
book teaches you
everything from
designing user
interfaces to building
multi-screen apps that

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persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a

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visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

*How to Learn Anything .
. . Fast!*

*Android Programming for
Beginners*

Head First Kotlin

The Rails Way

Android Essentials

Choose the best approach for

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your app and implement your solution quickly by leveraging complete projects. This book is a collection of practical projects that use advanced Android techniques and approaches, written by Android instructor Mark Wickham. Mark has taught a series of popular classes at Android development conferences since 2013 and Practical Android covers content from his most popular classes. Each chapter covers an important concept and provides you with a deep dive into the implementation. The book is an ideal resource for developers who have some

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development experience, but may not be Android or mobile development experts. Each chapter includes at least one complete project to show the reader how to implement the concepts. What You'll Learn Apply JSON in Android Work with connectivity, which covers all aspects of HTTP in Android Determine if your server is reachable Use lazy loading, a common pattern for most apps and which is not trivial to implement Take advantage of remote crashlogs to implement a solution for your apps so you know when they crash and can provide timely fixes Implement push messaging to take your app

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to the next level Develop with Android Audio, which provides complete coverage of all the Android audio APIs and synthesis engines Who This Book Is For Those with prior experience with using Android and have a strong Java background.

Android Programming In a Day 2nd Edition! The Power Guide for Beginners In Android App Programming Android Always had a great idea for an app? Don't think you could ever do one yourself and the cost is too much to put your idea to market! Intimidated with all the technical jargon that comes with programming that is keeping you from developing an app? You do

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not need to stay out of android programming anymore! This book is for anyone who wants and needs to learn to develop and Android App Develop an app right from the start! Easy, fast and no technical jargon! Book is written for dummies!

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or

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enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling

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multi-touch gestures
Navigation and tabbed
applications Tables and
creating custom rows
Multiple ways of storing and
loading data: archiving,
Core Data, SQLite
Communicating with web
services ALocalization/Inter
nationalization "After many
'false starts' with other
iPhone development books,
these clear and concise
tutorials made the concepts
gel for me. This book is a
definite must have for any
budding iPhone developer."
-Peter Watling, New Zealand,
Developer of BubbleWrap
This is the eBook of the
printed book and may not
include any media, website

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access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After

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working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

How to Build Android Apps with Kotlin

Kotlin and Android Development featuring Jetpack

The Big Nerd Ranch Guide

Kotlin Programming

The Big Nerd Ranch Guide, 4th Edition

Start building native Android apps the modern way in Kotlin with Jetpack's expansive set of tools, libraries, and best practices. Learn how to create efficient, resilient views with Fragments and share data between the views with

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ViewModels. Use Room to persist valuable data quickly, and avoid NullPointerExceptions and Java's verbose expressions with Kotlin. You can even handle asynchronous web service calls elegantly with Kotlin coroutines. Achieve all of this and much more while building two full-featured apps, following detailed, step-by-step instructions. With Kotlin and Jetpack, Android development is now smoother and more enjoyable than ever before. Dive right in by developing two complete Android apps. With the first app, Penny Drop, you create a full game complete with random die rolls, customizable rules, and AI opponents. Build lightweight Fragment views with data binding, quickly and safely update data with ViewModel classes, and handle all

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app navigation in a single location. Use Kotlin with Android-specific Kotlin extensions to efficiently write null-safe code without all the normal boilerplate required for pre-Jetpack + Kotlin apps. Persist and retrieve data as full objects with the Room library, then display that data with ViewModels and list records in a RecyclerView. Next, you create the official app for the Android Baseball League. It's a fake league but a real app, where you use what you learn in Penny Drop and build up from there. Navigate all over the app via a Navigation Drawer, including specific locations via Android App Links. Handle asynchronous and web service calls with Kotlin Coroutines, display that data smoothly with the Paging library, and send notifications to a user's phone from

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your app. Come build Android apps the modern way with Kotlin and Jetpack!

What You Need: You'll need the Android SDK, a text editor, and either a real Android device or emulator for testing.

While not strictly required, it's assumed you're using Android Studio, which comes with the Android SDK and simplifies creating an emulator. Also, a few examples require JDK 1.8 or later, though all of these pieces can be completed in other ways when using JDK 1.6.

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

Each book aims to teach an important technology or programming language and is designed to take a person from being a novice to a professional by

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including the most essential information and explaining step by step how to put together real-world projects.

Thought-provoking and accessible in approach, this updated and expanded second edition of the Android Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides) provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future

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career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

The Busy Coder's Guide to Advanced Android Development

A Brain-Friendly Guide

Android Programming

Develop Mobile Apps Using Java and Eclipse

The Android Developer's Cookbook

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across

platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development

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tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in

PDF, Kindle, and ePub formats from Manning Publications.

About the Technology

Developers want to get work done - and the less hassle, the better. Coding with Kotlin

means less hassle. The Kotlin programming language offers

an expressive syntax, a strong intuitive type system, and

great tooling support along with seamless interoperability

with existing Java code,

libraries, and frameworks.

Kotlin can be compiled to Java bytecode, so you can use it

everywhere Java is used,

including Android. And with an

efficient compiler and a small

standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and

**idiomatic code Combining
Kotlin and Java Domain-
specific languages About the
Reader This book is for
experienced Java developers.
About the Author Dmitry
Jemerov and Svetlana Isakova
are core Kotlin developers at
JetBrains. Table of Contents
PART 1 - INTRODUCING
KOTLIN Kotlin: what and why
Kotlin basics Defining and
calling functions Classes,
objects, and interfaces
Programming with lambdas
The Kotlin type system PART
2 - EMBRACING KOTLIN
Operator overloading and
other conventions Higher-**

**order functions: lambdas as parameters and return values
Generics Annotations and reflection DSL construction
Forget the 10,000 hour rule—what if it's possible to learn the basics of any new skill in 20 hours or less? Take a moment to consider how many things you want to learn to do. What's on your list? What's holding you back from getting started? Are you worried about the time and effort it takes to acquire new skills—time you don't have and effort you can't spare? Research suggests it takes 10,000 hours to develop a new**

skill. In this nonstop world when will you ever find that much time and energy? To make matters worse, the early hours of practicing something new are always the most frustrating. That's why it's difficult to learn how to speak a new language, play an instrument, hit a golf ball, or shoot great photos. It's so much easier to watch TV or surf the web . . . In The First 20 Hours, Josh Kaufman offers a systematic approach to rapid skill acquisition— how to learn any new skill as quickly as possible. His method shows you how to deconstruct com-

plex skills, maximize productive practice, and remove common learning barriers. By completing just 20 hours of focused, deliberate practice you'll go from knowing absolutely nothing to performing noticeably well. Kaufman personally field-tested the methods in this book. You'll have a front row seat as he develops a personal yoga practice, writes his own web-based computer programs, teaches himself to touch type on a nonstandard keyboard, explores the oldest and most complex board game in history, picks up the

ukulele, and learns how to windsurf. Here are a few of the simple techniques he teaches:

Define your target performance level: Figure out what your desired level of skill looks like, what you're trying to achieve, and what you'll be able to do when you're done. The more specific, the better.

Deconstruct the skill: Most of the things we think of as skills are actually bundles of smaller subskills. If you break down the subcomponents, it's easier to figure out which ones are most important and practice those first.

Eliminate barriers to practice: Removing

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common distractions and unnecessary effort makes it much easier to sit down and focus on deliberate practice. Create fast feedback loops: Getting accurate, real-time information about how well you're performing during practice makes it much easier to improve. Whether you want to paint a portrait, launch a start-up, fly an airplane, or juggle flaming chainsaws, The First 20 Hours will help you pick up the basics of any skill in record time . . . and have more fun along the way. Provides step-by-step instructions for learning

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Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

Android Programming in a Day!

Interaction Design Solutions for Developers

The Pragmatic Programmer Swift Programming

Learning Android

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to

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structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time

***struggling with new concepts?
This multi-sensory learning
experience is designed for the
way your brain really works.
Anybody can start building
simple apps for the Android
platform, and this book will
show you how! Android Apps
for Absolute Beginners takes
you through the process of
getting your first Android
applications up and running
using plain English and
practical examples. It cuts
through the fog of jargon and
mystery that surrounds
Android application
development, and gives you
simple, step-by-step***

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***instructions to get you started.
Teaches Android application
development in language
anyone can understand, giving
you the best possible start in
Android development
Provides simple, step-by-step
examples that make learning
easy, allowing you to pick up
the concepts without fuss
Offers clear code descriptions
and layout so that you can get
your apps running as soon as
possible
Learn Android Studio covers
Android Studio and its rich
tools ecosystem, including Git
and Gradle: this book covers
how Android Studio works***

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seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or

frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2. There are many Android programming guides that give

you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-

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based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListView's Creating Drawables Home Screen App Widgets Interactive Maps Creating

***Custom Dialogs and
Preferences Advanced
Fragments and the Action Bar
Animating Widgets Using the
Camera Playing Media
Handling System Events
Advanced Service Patterns
Using System Settings and
Services Content Provider
Theory Content Provider
Implementation Patterns The
Contacts ContentProvider
Searching with
SearchManager Introspection
and Integration Tapjacking
Working with SMS More on the
Manifest Device Configuration
Push Notifications with C2DM
NFC The Role of Scripting***

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**Languages The Scripting
Layer for Android JVM
Scripting Languages Reusable
Components Testing
Production**

**Front-End Web Development
Build in-depth, full-featured
Android apps starting from
zero programming experience,
3rd Edition**

**The First 20 Hours
Swift Essentials**

Objective-C Programming

*Android Programming: The Big
Nerd Ranch Guide is an
introductory Android book for
programmers with Java
experience. Based on Big Nerd
Ranch's popular Android
Bootcamp, this guide will lead*

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you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android Oreo and Android "P". Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by experts who have

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taught this mobile platform to hundreds of developers in large organizations and startups alike, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. Throughout the book, you'll build a Twitter-like application, adding new features with each chapter. You'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Become familiar with the Android platform and how it fits into the mobile ecosystem Dive into the Android stack, including its application framework and the APK application package Learn

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Android's building blocks: Activities, Intents, Services, Content Providers, and Broadcast Receivers Create basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application This updated and expanded second edition of the Android Programming: The Big Nerd Ranch Guide (2nd Edition) provides a user-friendly introduction to the subject Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the

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reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Learn Java, Android, and app development concepts easily with this updated third edition of Android Programming for Beginners. Whether you want to become a professional Android developer or just want to have fun learning Java and Android, this Android Java programming book is what you need.

*Learn Android Studio
The Power Guide for Beginners
in Android App Programming
Kotlin in Action*

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*14 Complete Projects on
Advanced Techniques and
Approaches*

Android Design Patterns

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin experience. Based on Big Nerd Ranch's popular Android Bootcamp, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps in Kotlin compatible with Android 5.0 (Lollipop)

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through Android 8.1 (Oreo) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions provided in the book have changed.

You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errata/4eAddendum.pdf>.

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples

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and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create

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**reliable, concise
applications in Kotlin.**

**“One of the most
significant books in my
life.” -Obie Fernandez,
Author, The Rails Way**

**“Twenty years ago, the
first edition of The
Pragmatic Programmer
completely changed the
trajectory of my career.**

**This new edition could do
the same for yours.” -Mike
Cohn, Author of Succeeding
with Agile, Agile Estimating
and Planning, and User
Stories Applied “. . . filled
with practical advice, both
technical and professional,
that will serve you and your**

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projects well for years to come.” -Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” -VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first

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edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new

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edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the

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***underlying problems of
concurrent code Guard
against security
vulnerabilities Build teams
of Pragmatic Programmers
Take responsibility for your
work and career Test
ruthlessly and effectively,
including property-based
testing Implement the
Pragmatic Starter Kit
Delight your users Written
as a series of self-contained
sections and filled with
classic and fresh
anecdotes, thoughtful
examples, and interesting
analogies, The Pragmatic
Programmer illustrates the
best approaches and major***

pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates,

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and/or corrections as they become available. See inside book for details.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and

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up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others

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through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

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**Android Apps for Absolute
Beginners**

Practical Android

Professional Android 2

Application Development

**Build Android Apps Quickly
and Effectively**

iPhone Programming

**Want to get started building
applications for Android, the
world's hottest, fast-growing
mobile platform? Already
building Android applications and
want to get better at it? This
book brings together all the
expert guidance—and
code—you'll need! Completely up-
to-date to reflect the newest and
most widely used Android SDKs,
The Android Developer's
Cookbook is the essential**

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***resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. Coverage includes: Implementing threads, services, receivers, and other background tasks
Providing user alerts Organizing user interface layouts and views
Managing user-initiated events such as touches and gestures
Recording and playing audio and video Using hardware APIs available on Android devices***

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Interacting with other devices via SMS, web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Turn to The Android Developer's Cookbook for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell!
Fully updated for Android Studio

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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

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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

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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

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some apps to develop, you are ready to get started.

On the outside, seventeen-year-old Madelyne Summers looks like your typical blond cheerleader—perky, popular, and dating the star quarterback. But inside, Maddie spends more time agonizing over what will happen in the next issue of her favorite comic book than planning pep rallies with her squad. That she's a nerd hiding in a popular girl's body isn't just unknown, it's anti-known. And she needs to keep it that way. Summer is the only time Maddie lets her real self out to play, but when she slips up and the adorkable guy behind the local comic shop's counter uncovers her secret, she's busted. Before she can shake a

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pom-pom, Maddie's whisked into Logan's world of comic conventions, live-action role-playing, and first-person-shooter video games. And she loves it. But the more she denies who she really is, the deeper her lies become...and the more she risks losing Logan forever.

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to

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make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and

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notification design patterns Key-Value Observing (KVO) Runtime basics

The Big Nerd Ranch Guide (2nd Edition)

Cocoa Programming for Mac OS X your journey to mastery, 20th Anniversary Edition

Introduction to Android

Application Development

The Big Nerd Ranch Guide (Big Nerd Ranch Guides)

What will you learn from this book?

Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language

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fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

In Android Programming, Ryan Hodson provides a useful overview of the Android application lifecycle.

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Topics ranging from creating a UI to adding widgets and embedding fragments are covered, and he provides plenty of links to Android documentation along the way. Each chapter is conveniently summarized to ensure you get the most out of reading the book, and summaries include helpful suggestions for expanding your abilities in this growing app market. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This

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succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

This book will equip you to create high-quality, visually appealing Android 11 apps from scratch with Kotlin. You'll discover a wide range of real-world development challenges faced by developers and explore various techniques to overcome them.

Master the challenges of Android user interface development with these sample patterns With Android 4, Google brings the full power of its Android OS to both smartphone and tablet computing. Designing effective user interfaces that work on multiple Android devices is extremely

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challenging. This book provides more than 75 patterns that you can use to create versatile user interfaces for both smartphones and tablets, saving countless hours of development time. Patterns cover the most common and yet difficult types of user interactions, and each is supported with richly illustrated, step-by-step instructions. Includes sample patterns for welcome and home screens, searches, sorting and filtering, data entry, navigation, images and thumbnails, interacting with the environment and networks, and more Features tablet-specific patterns and patterns for avoiding results you don't want Illustrated, step-by-step instructions describe what the pattern is, how it works, when and why to use it, and related patterns and anti-

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patterns A companion website offers additional content and a forum for interaction Android Design Patterns: Interaction Design Solutions for Developers provides extremely useful tools for developers who want to take advantage of the booming Android app development market.

*Head First Android Development
Android Studio 3.0 Development
Essentials - Android 8 Edition
Professional Android*

*Beginning Android Programming with
Android Studio*

Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10),

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Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After

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reading this book, you will know enough to understand and utilize Apple ' s online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to

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work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

The expert guide to building Ruby on Rails applications Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there ' s a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer

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Obie Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails ' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails ' key capabilities and subsystems. He presents

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advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does— and how to make it behave the way you want it to. This book will help you Increase your productivity as a web developer Realize the overall joy of programming with Ruby on Rails Learn what ' s new in Rails 2.0 Drive design and protect long-term

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maintainability with TestUnit
and RSpec Understand and
manage complex program
flow in Rails controllers
Leverage Rails ' support for
designing REST-compliant
APIs Master sophisticated
Rails routing concepts and
techniques Examine and
troubleshoot Rails routing
Make the most of
ActiveRecord object-
relational mapping Utilize
Ajax within your Rails
applications Incorporate
logins and authentication into
your application Extend Rails
with the best third-party plug-
ins and write your own

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Integrate email services into
your applications with
ActionMailer Choose the right
Rails production
configurations Streamline
deployment with Capistrano
Cocoa Programming for OS X
The Summer I Became a
Nerd
A hands-on guide to
developing, testing, and
publishing your first apps
with Android
Building Applications with the
Android SDK