



Quick answers to common problems

Android Native Development Kit Cookbook

A step-by-step tutorial with more than 60 concise recipes on Android NDK development skills

Feipeng Liu

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Android Native Development Kit Cookbook Liu Feipeng

Dave Smith, Jeff Friesen



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answered yes to any of these questions then this book is for you With some general knowledge of C C development you will be able to dive headfirst into native Android development

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Exploring SE for Android William Confer,William Roberts,2015-02-24 This book is intended for developers and engineers with some familiarity of operating system concepts as implemented by Linux A basic background in C code would be helpful Their positions range from hobbyists wanting to secure their Android powered creations to OEM engineers building handsets to engineers of emerging areas where Android is seeing growth

Getting Started with UDOO Emanuele Palazzetti,2015-02-20 If you are an Android developer who wants to learn how to use UDOO to build

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Android Ndk Game Development Cookbook Sergey Kosarevsky,Latypov Viktor,2013-11 A systematic guide consisting of over 70 recipes which focus on helping you build portable mobile games and aims to enhance your game development skills with clear instructions If you are a C developer who wants to jump into the world of Android game development and who wants to use the power of existing C libraries in your existing Android Java applications then this book is for you You need to have basic knowledge of C or C++ including pointer manipulation multithreading and object oriented programming concepts as well as some experience developing applications without using an IDE

The Android Developer's Cookbook Ronan Schwarz,Phil Dutson,James Steele,Nelson To,2013-07-02 Do you want to get started building apps for Android today s number one mobile platform Are you already building Android apps but want to get better at it The AndroidTM Developer s Cookbook Second Edition brings together all the expert guidance and code you ll need This edition has been extensively updated to reflect the other Android 4.2.2 releases You ll find all new chapters on advanced threading and UI development in app billing push messages and native development plus new techniques for everything from accessing NFC hardware to using Google Cloud Messaging Proven modular recipes take you from the basics all the way to advanced services helping you to make the most of the newest Android APIs and tools The authors fully updated code samples are designed to serve as templates for your own projects and components You ll learn best practice techniques for efficiently solving common problems and for avoiding pitfalls throughout the entire development lifecycle Coverage includes Organizing Android apps and integrating their activities Working efficiently with services receivers and alerts Managing threads including advanced techniques using AsyncTasks and loaders Building robust intuitive user interfaces Implementing advanced UI features including Custom Views animation accessibility and large screen support Capturing playing and manipulating media Interacting with SMS websites and social networks Storing data via SQLite and other methods Integrating in app billing using Google Play services Managing push messaging with C2DM Leveraging new components and structures for native Android development Efficiently testing and debugging with Android s latest tools and techniques including LINT code analysis The AndroidTM Developer s Cookbook Second Edition is all you need to jumpstart any Android project and create high value feature rich apps that sell

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down to earth code recipes and guides you step by step through a wide range of useful topics using complete and real world working code examples It s updated to include the KitKat Android 4 4 SDK as well as earlier releases Instead of abstract descriptions of complex concepts in Android Recipes you ll find live code examples When you start a new project you can consider copying and pasting the code and configuration files from this book and then modifying them for your own customization needs Crammed with insightful instruction and helpful examples this third edition of Android Recipes is your guide to writing apps for one of today s hottest mobile platforms It offers pragmatic advice that will help you get the job done quickly and well This can save you a great deal of work over creating a project from scratch What you ll learn Use external libraries to save time and effort Boost app performance by using the Android NDK and Renderscript Design apps for performance responsiveness and seamlessness Send data between devices and other external hardware Persist application data and share it between applications Capture and play back various device media items Communicate with web services Get the most out of your user interface Develop a unit conversion app in the context of the command line Android SDK and Eclipse Android SDK environments Who this book is for This book is a handy reference for all Android app developers Table of Contents Getting Started with Android User Interaction Graphics and Drawing Communications and Networking Interacting with Device Hardware and Media Persisting Data Interacting with the System Working with Android NDK and Renderscript

AndEngine for Android Game Development Cookbook Jayme Schroeder,2013-01-01 A Cookbook with wide range of recipes to allow you to learn game development with AndEngine quickly and efficiently AndEngine for Android Game Development Cookbook is geared toward developers who are interested in working with the most up to date version of AndEngine sporting the brand new GLES 2 0 branch The book will be helpful for developers who are attempting to break into the mobile game market with plans to release fun and exciting games while eliminating a large portion of the learning curve that is otherwise inevitable when getting into AndEngine development This book requires a working installation of eclipse and the required libraries including AndEngine and its various extensions set up prior to working with the recipes

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Android Cookbook Ian F. Darwin, 2017-05-10 Jump in and build working Android apps with the help of more

than 230 tested recipes The second edition of this acclaimed cookbook includes recipes for working with user interfaces multitouch gestures location awareness web services and specific device features such as the phone camera and accelerometer You also get useful info on packaging your app for the Google Play Market Ideal for developers familiar with Java Android basics and the Java SE API this book features recipes contributed by more than three dozen Android developers Each recipe provides a clear solution and sample code you can use in your project right away Among numerous topics this cookbook helps you Get started with the tooling you need for developing and testing Android apps Create layouts with Android s UI controls graphical services and pop up mechanisms Build location aware services on Google Maps and OpenStreetMap Control aspects of Android s music video and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

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