

Android NDK

Second Edition

Discover the native side of Android and inject the power of C/C++ in your applications

Beginner's Guide

Sylvain Ratabouil





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GURMEET SINGH DANG

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Android NDK: Beginner's Guide - Second Edition Sylvain Ratabouil, 2015-04-28 Are you an Android Java programmer who needs more performance Are you a C C developer who doesn t want to bother with the complexity of Java and its out of control garbage collector Do you want to create fast intensive multimedia applications or games If you ve 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 Android Ndk Beginner's Guide - Second Edition Sylvain Ratabouil, 2015-05-04 Android NDK is all about injecting high performance into your apps This book will show you how to create C C enabled applications and integrate them with Java You will learn how to access native API and port libraries used in some of the most successful Android applications Using this practical step by step tutorial highlighted with comments and tricks discover how to run C C code embedded in a Java application or in a standalone application Mastering Android NDK Sergey Kosarevsky, Viktor Latypov, 2015-09-30 Master the skills you need to develop portable highly functional Android applications using NDK About This Book Develop portable games using Android NDK and debug them on your desktop Familiarise yourself with different popular C libraries on Android and use them in your games Write multi threaded code with graphics sound networking and resource storage Who This Book Is For If you want to leverage your C skills in mobile development and increase the performance of your Android applications then this is the book for you Knowledge of C or C is assumed including pointer manipulation multi threading object oriented programming concepts and the basics of C 11 It would be an added advantage if you know how to develop applications without any IDE What You Will Learn What You Will Learn Explore popular C libraries and use them on Android Write portable multithreaded native networking code Create portable audio framework using OpenAL Implement portable rendering framework using OpenGL ES 3 Debug mobile applications on your desktop machine Access resources from APK archives Render text with FreeType In Detail Android NDK is used for multimedia applications that require direct access to system resources NDK is also the key for portability which in turn allows a reasonably comfortable development and debugging process using familiar tools such as GCC and Clang toolchains This is a hands on guide to extending your game development skills with Android NDK The book takes you through many clear step by step example applications to help you further explore the features of Android NDK and some popular C libraries and boost your productivity by debugging the development process Through the course of this book you will learn how to write portable multi threaded native code use HTTP networking in C play audio files use OpenGL ES 3 and render high quality text Each chapter aims to take you one step closer to building your application By the end of this book you will be able to create an engaging complete gaming application Style and approach This book adopts a step by step approach and each chapter is based on the material from the previous ones The book focuses on putting to your knowledge of C use while Rhomobile Beginner's Guide Abhishek Nalwaya, 2011-07-26 Part of Packt s you develop Android applications of your own

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Frontiers of Energy and Environmental Engineering Wen-Pei Sung, Jimmy C.M. Kao, Ran Chen, 2012-11-23 Frontiers of Energy and Environmental Engineering brings together 192 peer reviewed papers presented at the 2012 International Conference on Frontiers of Energy and Environment Engineering held in Hong Kong December 11 13 2012 The aim of the conference was to provide a platform for researchers engineers and academics as well as industry profes Android Wearable Programming Steven F. Daniel, 2015-07-30 This book will introduce you to the very popular Android Wear platform with hands on instructions for building Android Wear applications You will start with an introduction to the architecture of Android followed by an in depth look at the design of Android applications and user interfaces using Android Studio You will see how to create basic and custom notifications for your apps and synchronize data from the wearable device with the handheld mobile device More advanced topics such as intents the Gradle build configuration and the implementation of build variants and packaging and deploying from a single project code base are also covered By the end of this book you will have a good understanding of wearable programming and be confident enough to write programs for building Android

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innovations and the apps ecosystem Android appears complex but offers a variety of organized development kits to those coming into Android with differing programming language skill sets Android Recipes A Problem Solution Approach guides you step by step through a wide range of useful topics using complete and real world working code examples In this book you ll start off with a recap of Android architecture and app fundamentals and then get down to business and build an app with Google's Android SDK at the command line and Eclipse Next you ll learn how to accomplish practical tasks pertaining to the user interface communications with the cloud device hardware data persistence communications between applications and interacting with Android itself Finally you ll learn how to leverage various libraries and Scripting Layer for Android SL4A to help you perform tasks more quickly how to use the Android NDK to boost app performance and how to design apps for performance responsiveness seamlessness and more 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 then modifying them for your own customization needs This can save you a great deal of work over creating a project from scratch Android Apps for Absolute Beginners Wallace Jackson, 2017-03-14 Get your first Android apps up and running with the help of plain English and practical examples If you have a great idea for an Android app but have never programmed before then this book is for you Android Apps for Absolute Beginners cuts through the fog of jargon and mystery that surrounds Android app development and gives you simple step by step instructions to get you started This book teaches Android application development in language anyone can understand giving you the best possible start in Android development It provides clean straightforward examples that make learning easy allowing you to pick up the concepts without fuss It offers clear code descriptions and layout so that you can get your apps running as soon as possible Although this book covers what s new in Android 7 it is also backwards compatible to cover some of the previous Android releases What You ll Learn Download install and configure the latest software needed for Android app development Work efficiently using an integrated development environment IDE Build useful attractive applications and get them working immediately Create apps with ease using XML markup and drag and drop graphical layout editors Use new media and graphics to skin your app so that it has maximum appeal Create advanced apps combining XML Java and new media content Who This Book Is For If you have a great idea for an Android app but have never programmed before then this book is for you You don't need to have any previous computer programming skills as long as you have a desire to learn and you know which end of the mouse is which the world of Android apps development awaits Android Recipes Dave Smith, Jeff Friesen, 2013-01-30 Android continues to be one of the leading mobile OS and development platforms driving today s mobile innovations and the apps ecosystem Android appears complex but offers a variety of organized development kits to those coming into Android with differing programming language skill sets Android Recipes A Problem Solution Approach Second Edition offers more than 100 down to earth code recipes and guides you step by step through a wide range of useful topics

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up to date information tested code and best practices you need to create and market successful mobile apps with the latest versions of Android Drawing on their extensive experience with mobile and wireless development Lauren Darcey and Shane Conder cover every step concept design coding testing packaging and delivery The authors introduce the Android platform explain the principles of effective Android application design and present today s best practices for crafting effective user interfaces Next they offer detailed coverage of each key Android API including data storage networking telephony location based services multimedia 3D graphics and hardware Every chapter of this edition has been updated for the newest Android SDKs tools utilities and hardware All sample code has been overhauled and tested on leading devices from multiple companies including HTC Motorola and ARCHOS Many new examples have been added including complete new applications This new edition also adds Nine new chapters covering web APIs the Android NDK extending application reach managing users data synchronization backups advanced user input and more Greatly expanded coverage of Android manifest files content providers app design and testing New coverage of hot topics like Bluetooth gestures voice recognition App Widgets live folders live wallpapers and global search Updated 3D graphics programming coverage reflecting OpenGL ES 2 0 An all new chapter on tackling cross device compatibility issues from designing for the smallest phones to the big new tablets hitting the market Even more tips and tricks to help you design develop and test applications for different devices A new appendix full of Eclipse tips and tricks This book is an indispensable resource for every member of the Android development team software developers with all levels of mobile experience team leaders and project managers testers and QA specialists software architects and even marketers About the CD ROM The accompanying CD ROM contains all the sample code that is presented in the book organized by chapter as well as a new sample application that combines many of the individual lessons learned into a single cohesive sample This new application is referred to and discussed in Appendix G A Brief Walkthrough of an Android Application from Start to Finish Programming Java **Enterprise Mobility Breakthrough** Raghvendra Singh Dikhit, 2015-03-09 This book is a breakthrough for beginners and intermediates of enterprise mobility Scholars executives and experts can major scale and scope of enterprise mobility for a thirst of knowledge This book is an independent view on enterprise mobility which is beneficiary to business heads technical architects project managers analysts system administrators project leads and developers for enterprise mobility design development support and maintenance The book has been classified in seven sections Section one introduces enterprise mobility with definition objective focus areas needs and challenges of enterprises Section two details enterprise mobility ecosystem landscape and maturity model Enterprise mobility is surrounded with technical acronyms and terminologies EMM EAS MAM MDM MCM and MEM Section three provides concept and detail of EMM Section four emphasizes on technology This section describes leading mobile platforms form factors and type of mobile applications Section five traverses through enterprise mobile application information flow architecture layered structure and other components It inspects popular and important architecture ingredients Push

Notification SSO mBaas SOA and MEAP Section six shares mobility trends like mobile first gamification IOT and hybrid Last section seven is a case study for enterprise mobile solution Finally appendix section supplements RIX Best Practices for enterprise mobility pathway **Beginning Android Games** Mario Zechner, J. F. DiMarzio, Robert Green, 2016-12-08 Learn all of the basics needed to join the ranks of successful Android game developers You ll start with game design fundamentals and Android programming basics and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets Beginning Android Games Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware Do you have an awesome idea for the next break through mobile gaming title Beginning Android Games will help you kick start your project This book will guide you through the process of making several example game apps using APIs available in Android What You ll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics audio and user input to reflect those fundamentals Develop two 2D games from scratch based on Canvas API and OpenGL ES Create a full featured 3D game Publish your games get crash reports and support your users Complete your own playable 2D OpenGL games Who This Book Is For People with a basic knowledge of Java who want to write games on the Android platform It also offers information for experienced game developers about the pitfalls and peculiarities of the platform

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