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Android NDK

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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Android Ndk Beginner Guide

**Wen-Pei Sung, Jimmy C.M. Kao, Ran
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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 you develop Android applications of your own *Rhobile Beginner's Guide* Abhishek Nalwaya, 2011-07-26 Part of Packt's

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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 professionals **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

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developers who want to learn how to build 3D game apps that run on the latest Android KitKat platform using Java and OpenGL ES. A drone grid game case study is included. *Animation and Graphics API Guide for Android* Android Developers, 2014-07-23

Beginning Java 7 Jeff Friesen, 2012-01-23 Beginning Java 7 guides you through version 7 of the Java language and a wide assortment of platform APIs. New Java 7 language features that are discussed include switch on string and try with resources. APIs that are discussed include Threading the Collections Framework the Concurrency Utilities Swing Java 2D networking JDBC SAX DOM StAX XPath JAX WS and SAAJ. This book also presents an introduction to Android app development so that you can apply some of its knowledge to the exciting world of Android app development. This book presents the following table of contents: Chapter 1 introduces you to Java and begins to cover the Java language by focusing on fundamental concepts such as comments identifiers variables expressions and statements. Chapter 2 continues to explore this language by presenting all of its features for working with classes and objects. You learn about features related to class declaration and object creation encapsulation information hiding inheritance polymorphism interfaces and garbage collection. Chapter 3 focuses on the more advanced language features related to nested classes packages static imports exceptions assertions annotations generics and enums. Additional chapters introduce you to the few features not covered in Chapters 1 through 3. Chapter 4 largely moves away from covering language features although it does introduce class literals and strictfp while focusing on language oriented APIs. You learn about Math StrictMath Package Primitive Type Wrapper Classes Reference Reflection String StringBuffer and StringBuilder Threading BigDecimal and BigInteger in this chapter. Chapter 5 begins to explore Java's utility APIs by focusing largely on the Collections Framework. However it also discusses legacy collection oriented APIs and how to create your own collections. Chapter 6 continues to focus on utility APIs by presenting the concurrency utilities along with the Objects and Random classes. Chapter 7 moves you away from the command line user interfaces that appear in previous chapters and toward graphical user interfaces. You first learn about the Abstract Window Toolkit foundation and then explore the Java Foundation Classes in terms of Swing and Java 2D. Appendix C explores Accessibility and Drag and Drop. Chapter 8 explores filesystem oriented I/O in terms of the File RandomAccessFile stream and writer reader classes. Chapter 9 introduces you to Java's network APIs e.g. sockets. It also introduces you to the JDBC API for interacting with databases along with the Java DB database product. Chapter 10 dives into Java's XML support by first presenting an introduction to XML including DTDs and schemas. It next explores the SAX DOM StAX XPath and XSLT APIs. It even briefly touches on the Validation API. While exploring XPath you encounter namespace contexts extension functions and function resolvers and variables and variable resolvers. Chapter 11 introduces you to Java's support for SOAP based and RESTful web services. As well as providing you with the basics of these web service categories. Chapter 11 presents some advanced topics such as working with the SAAJ API to communicate with a SOAP based web service without having to rely on JAX WS. You will appreciate having learned about XML in Chapter 10 before diving into this chapter. Chapter 12 helps you put

to use some of the knowledge you've gathered in previous chapters by showing you how to use Java to write an Android app's source code. This chapter introduces you to Android, discusses its architecture, shows you how to install necessary tools, and develops a simple app. Appendix A presents the solutions to the programming exercises that appear near the end of Chapters 1 through 12. Appendix B introduces you to Java's Scripting API along with Java 7's support for dynamically typed languages. Appendix C introduces you to additional APIs and architecture topics. Examples include Accessibility, classloaders, Console, Drag and Drop, Java Native Interface, and System Tray. Appendix D presents a gallery of significant applications that demonstrate various aspects of Java. Unfortunately, there are limits to how much knowledge can be crammed into a print book. For this reason, Appendixes A, B, C, and D are not included in this book's pages. Instead, these appendixes are freely distributed as PDF files. Appendixes A and B are bundled with the book's associated code file at the Apress website: <http://www.apress.com/9781430239093>. Appendixes C and D are bundled with their respective code files at my TutorTutor.ca website: <http://tutortutor.ca/cgi-bin/makepage.cgi/books/bj7>.

[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.

[Android Apps for Absolute Beginners](#) Wallace Jackson, 2017-03-14

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Beginning Android Games Robert Green,Mario Zechner,2013-01-26 Beginning Android Games Second Edition offers everything you need to join the ranks of successful Android game developers including Android tablet game app development considerations You ll start with game design fundamentals and programming basics and then progress toward creating your own basic game engine and playable game apps that work on Android and earlier version compliant smartphones and now tablets This will give you everything you need to branch out and write your own Android games The potential user base and the wide array of available high performance devices makes Android an attractive target for aspiring game developers 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 new Android SDK and earlier SDK releases for Android smartphones and tablets The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean however this book is structured so that app developers can use earlier Android SDK releases This book is backward compatible like the Android SDK

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