

Content Production of Digital Audio/Video,  
Illustration and 3D Animation



# Android Studio

## New Media Fundamentals

Wallace Jackson

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**Android Studio New Media Fundamentals** Wallace Jackson, 2015-11-27 This book is a brief primer covering concepts central to digital imagery digital audio and digital illustration using open source software packages such as GIMP Audacity and Inkscape These are used for this book because they are free for commercial use The book builds on the foundational concepts of raster vector and waves audio and gets more advanced as chapters progress covering what new media assets are best for use with Android Studio as well as key factors regarding the data footprint optimization work process and why it is important What You Will Learn What are the primary genres of new media content production What new media assets Android Studio supports What are the concepts behind new media content production How to Install and use GIMP Inkscape and Audacity software How to integrate that software with Android Studio fast becoming the most popular IDE for Android apps design and development Audience Primary audience includes Android developers especially game designers developers and others who need access to multimedia elements Secondary multimedia producers RIA developers game designers UI designers and teachers

**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

**Digital Video Editing Fundamentals** Wallace Jackson, 2016-04-13 Gain concepts central to digital video using the affordable Corel Video Studio Ultimate X9 software package as well as open source digital video editing package EditShare Lightworks 12 This compact visual guide builds on the essential concepts of digital imaging audio illustration and painting and gets more advanced as chapters progress covering what digital video new media formats are best for use with Android Studio Java and JavaFX iOS and HTML5

Furthermore Digital Video Editing Fundamentals covers the key factors of the data footprint optimization work process streaming versus captive assets and why these are important What You ll Learn Create a digital video editing and effects pipeline Gain knowledge of the concepts behind digital video editing Work with resolution aspect ratio bit rate and color depth Use pixel editing color correction layers and compression Optimize data footprints Who This Book Is For Website developers musicians digital signage e learning content creators Android developers and iOS developers     Digital Audio Editing Fundamentals Wallace Jackson,2015-12-16 This concise book builds upon the foundational concepts of MIDI synthesis and sampled waveforms It also covers key factors regarding the data footprint optimization work process streaming versus captive digital audio new media assets digital audio programming and publishing platforms and why data footprint optimization is important for modern day new media content development and distribution Digital Audio Editing Fundamentals is a new media mini book covering concepts central to digital audio editing using the Audacity open source software package which also apply to all of the professional audio editing packages The book gets more advanced as chapters progress and covers key concepts for new media producers such as how to maximize audio quality and which digital audio new media formats are best for use with Kindle Android Studio Java JavaFX iOS Blackberry Tizen Firefox OS Chrome OS Opera OS Ubuntu Touch and HTML5 You will learn Industry terminology involved in digital audio editing synthesis sampling analysis and processing The work process which comprises a fundamental digital audio editing analysis and effects pipeline The foundational audio waveform sampling concepts that are behind modern digital audio publishing How to install and utilize the professional open source Audacity digital audio editing software Concepts behind digital audio sample resolution and sampling frequency and how to select settings How to select the best digital audio data codec and format for your digital audio content application How to go about data footprint optimization to ascertain which audio formats give the best results Using digital audio assets in computer programming languages and content publishing platforms     Digital Image Compositing Fundamentals Wallace Jackson,2015-10-12 Digital Image Compositing Fundamentals is an introductory title covering concepts central to digital imagery and digital image compositing using software packages such as Adobe Photoshop or the open source GIMP software which is used for this book because it is free for commercial use This book builds on the fundamental concepts of pixels color depth and layers and gets more advanced as chapters progress covering pixel transparency using the alpha channel pixel blending using Porter Duff blending and transfer modes and digital image file formats and key factors regarding a data footprint optimization work process What You ll Learn What are the most common memes in digital imaging What comprises a digital image compositing pipeline What are the concepts behind digital imaging How to install and use GIMP 2 8 or 2 9 What are and how to use the concepts behind color depth and imageoptimization Audience This book is for those new to image compositing editing Ideal for web developers game developers who need to learn these kinds of fundamentals quickly and effectively     Digital Illustration Fundamentals

Wallace Jackson, 2015-12-23 This fun concise full color book introduces the fundamentals of digital illustration and covers how to develop and optimize these types of scalable vector graphics SVG using Inkscape 0.91 or later. It also covers concepts central to digital painting using the Corel Painter 2016 professional digital painting and illustration paid software package which also has a free trial version and a discount for purchasers of this book. The book builds upon the foundational concepts of vector graphics and the SVG format and gets more advanced as chapters progress, covering what vector new media formats and SVG commands and SVG filters are best for use with Android Studio, Java 8, JavaFX, iOS, Kindle Fire, and HTML5. The book covers key factors regarding the data footprint optimization work process and why data footprint optimization is important and covers programming languages used for digital illustration and publishing platforms which support digital illustration and how to assimilate these into your digital illustration and digital painting content production pipelines and workflow. You will learn: The terminology of vector imaging and digital illustration. What comprises a digital illustration. 2D modeling and rendering pipeline. Concepts and principles behind digital illustration content production. How to install and utilize 64-bit Inkscape 0.91 for Windows, Mac OS X, and Linux. Concepts behind spline curves, strokes, fills, patterns, and rendering. Digital illustration data formats and data footprint optimization. Audience: Primary Artists, Illustrators, Website Developers, Flash Developers, User Interface Designers, Digital Signage Content Developers, e-Learning Content Creators, eBook Authors, Secondary Android Developers, iOS Developers, Multimedia Producers, Rich Internet Application (RIA)

Programmers Game Designers Teachers Educators div **Alkalmazásfejlesztés Android Studio rendszerben Fehér**

Krisztián,2020 Az Android rendszer programozás val ismerkedéshez már csak az a nyelvi segítség kell egyszer en megtanulhatjuk hogyan készítsen saját maga is Androidos alkalmazásokat Az Android Studio telepítése mellett segítségként a fejlesztési alapvetőbb hálózati funkcióinak használatához belépve a Java nyelven végzett Androidos programozásba Bemutatjuk a legalapvetőbb fogakat melyeket a későbbiekben tovább tudunk majd bővíteni Lefedjük az alkalmazások megtervezését programozását a publikálást is olyan témákat tekintve melyekkel mindenki kapcsolatban fog az olvasó Megismertetünk olyan programozási témákat melyek a mobilfejlesztéssel ismerkedő olvasóknak is biztosan felmerülnek vezrelve az elemek használatát vektorgrafika programozásában bitképek megjelenítését fájlképekkel a GPS használata internetes funkciók stb Készen vagyunk arra hogy a következő szorunkban az azonnali kiegészítést megvárhatjuk akár 1-2 nap alatt belerakhatunk az Androidos fejlesztésbe gyorsan megérthető egy-egy technika programozását A példák teljes forráskóda letölthető egy-ni gyakorlásra is nagymértékben leegyszerűsítik A legfontosabbnak azt tartottuk hogy az olvasó könnyen feldolgozhassa a fejezeteket a forráskódokat azonnal kiegészítve folyamatosan sikerrel mindenben legyen része Mindennek pedig kivétel az Android studio mivel számomra elnyerve van a legjobb fejlesztési eszközhez képest ezen környezetben sokkal gyorsabb és egyszerbb az alkalmazások készítése is

*Android Studio Giraffe Essentials – Java Edition* Neil Smyth,2023-08-08 Fully updated for

Android Studio Giraffe and the new UI this book aims to teach 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 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

**Android Studio Ladybug Essentials - Java Edition** Neil Smyth, 2024-11-12 This book fully updated for Android Studio Ladybug and the new UI teaches you how to develop Android based applications using the Java programming language Beginning with the basics the book 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 touchscreen 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

**Android Studio 2.2 Development Essentials - Android 7 Edition** Neil

Smyth, 2016-07-29 With 75 in depth chapters over 800 pages and more than 47 example app projects including the source code this book provides everything you need to successfully develop and deploy Android apps using Android Studio Fully updated for Android Studio 2.2 and Android 7 the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment IDE and the Android 7 Software Development Kit SDK 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 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 in app billing and submitting apps to the Google Play Developer Console The key new features of Android Studio and Android 7 are also covered in detail including the new layout editor the ConstraintLayout class direct reply notifications Firebase remote notifications and multi window support Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base 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 some apps to develop you are ready to get started     [Android Studio Meerkat Essentials - Java Edition](#) Neil Smyth, 2025-03-24 This book fully updated for Android Studio Meerkat and the new UI teaches you how to develop Android based applications using Java Beginning with the basics the book 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 such as touchscreen 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 view binding constraint chains barriers and direct reply notifications Chapters also cover advanced features of Android Studio such as 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      **Android Studio Ladybug Essentials - Kotlin Edition** Neil Smyth,2024-11-06 This book fully updated for Android Studio Ladybug and the new UI teaches you how to develop Android based applications using the Kotlin programming language Beginning with the basics the book outlines how to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types control flow functions lambdas and object oriented programming Asynchronous programming using Kotlin coroutines and flow is also covered in detail 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 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      *Android Studio Dolphin Essentials - Java Edition* Neil Smyth,2022-10-11 Fully updated for Android Studio Dolphin this book aims to teach you how to develop Android based applications using the Java programming language This book begins with the basics and outlines 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 cover the Android Architecture Components including view models lifecycle management Room database access 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 Dolphin 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 Dynamic Delivery 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

**Android Studio Jellyfish Essentials - Kotlin Edition** Neil Smyth,2024-05-14 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 Kotlin programming language This book begins with the basics and outlines how to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types control flow functions lambdas and object oriented programming Asynchronous programming using Kotlin coroutines and flow is also covered in detail 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 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

**Android Studio Chipmunk Essentials - Java Edition** Neil Smyth,2022-05-26 Fully updated for Android Studio Chipmunk the goal of this book is to teach you how 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 database access 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 edition of the book 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 Chipmunk 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 Dynamic Delivery Gradle build configuration 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

### **Android Studio Electric Eel Essentials - Java Edition** Neil

Smyth,2023-01-23 Fully updated for Android Studio Electric Eel this book aims to teach 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 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 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 Dynamic Delivery 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

### **Android Studio 4.2 Development Essentials - Java Edition** Neil

Smyth,2021-06-09 Fully updated for Android Studio 4.2 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 database access 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 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 Other key features of Android Studio 4.2 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 Dynamic Delivery the Android Studio Profiler Gradle build configuration and submitting apps to the Google Play Developer Console 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

*Android Studio Arctic Fox Essentials - Java Edition* Neil Smyth, 2021-09-16 Fully updated for Android Studio Arctic Fox the goal of this book is to teach the skills necessary to develop Android based applications using the Java programming language 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 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 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 Other key features of Android Studio Arctic Fox 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 Dynamic Delivery Gradle build configuration and submitting apps to the Google Play Developer Console 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

**Android Studio 3.6 Development Essentials - Java Edition** Neil Smyth, 2020-03-20 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 Java programming language 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 barriers direct reply notifications view bindings 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

**Android Studio 4.0 Development Essentials - Java Edition** Neil Smyth, 2020-06-18 Fully updated for Android Studio 4.0 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 Java programming language 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 4.0 and Android 10 are also covered in detail including the Layout Editor the ConstraintLayout and ConstraintSet classes constraint chains MotionLayout animation barriers direct reply notifications view bindings 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

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