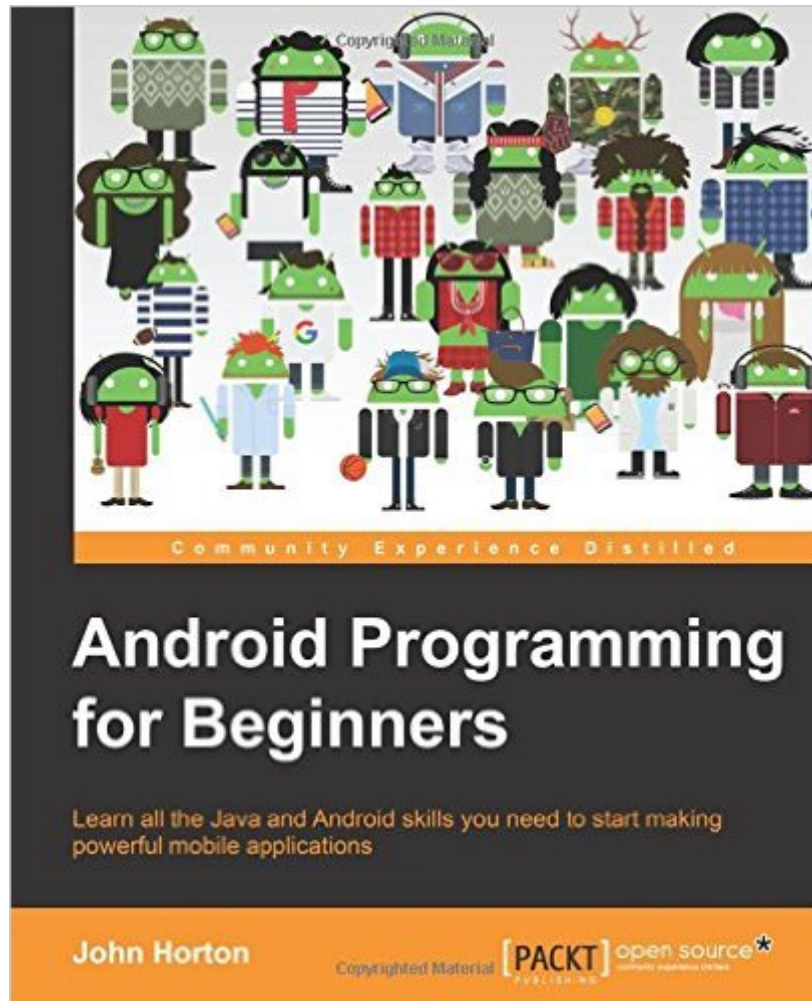


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Android Programming For Beginners



Synopsis

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 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 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
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 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 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, 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 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 application development in context.

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Customer Reviews

Over the course of the last few years, I have attempted to teach myself to code Android applications. During this time, I have read multiple books. However, this book by Mr. Horton is by far in my opinion the most complete comprehensively fundamentally book that I have read. From the start of the book with simplistic step by step instructions on how to set up the coding environment for the varying operating systems. This book is very informative and very educational in the aspects of Android programming. It teaches the everything that a beginning developer needs to know where building Android applications are concerned. If you are not aware, Android uses the Java API's (application programming interface) for Android application development. The book has dedicated 3 full chapters to familiarizing yourself with Java (the programming language that one needs to know to develop Android applications) and the newer IDE (integrated development environment) Android Studio. The book then teaches the Android OS layout from all aspects including life cycles, intents, fragments and persistence handlers. The book then goes in to simplistic detail on creating or building your own Android applications from start to finish including the building of the app to the publishing of it on the Play store. If you are looking for a book that is truly educational for any BEGINNING LEARNER of Android programming, I would highly recommend this book.

This book, though for beginner programmers that may not be familiar with Java, can be used as a refresher for job interviews or for a personal refresh. I was surprised at how the author took some complex topics and made them understandable to someone who might not know anything about programming. You get to building apps right away. The environment is typical Windows and Android Studio, but if all you have is a Mac you should be fine too if you are intuitive about installing things. If you are really wanting to be a programmer, you're going to have to learn to figure out problems all the time, so following this on a Mac should not be any issue. But if you've really never programmed, then I'd recommend sticking with Windows and following along exactly. You get to build quite a few apps from the basic setup all the way to publishing the app and marketing it. The meat of the book is really about understanding the Android environment with a programmer's mind. Don't worry, it goes over Java language as well with some great analogies that I see would help even the most of noobs. But we were all noobs at some point, and this book is a great start at it. I wish I had this book when I started programming native Android. Highly recommended.

Disclaimer: I received an early review copy of this book from the publisher. The major strength of this book is its comprehensiveness and efficient use of words. The book clocks in at about 700 pages and it is chock full of information to get you up and running with Android development. I am well aware of John Horton's earlier work on android game development which are useful in their own right as introductory android game development texts. So, I was not surprised to find this hefty book useful as well. The book starts off with setting up your android development environment and a quick tour of Java and Android Studio. Later on, the book dedicates 3 full chapters to Java and contextual exploration of android studio throughout the book. It then goes on to explore android layout, life cycle events, intents fragments and persistence. These concepts are introduced early and further explored in multiple chapters. This style of instruction where concepts are introduced early but explored in greater detail within the context of mini app projects is very effective and equips the reader with enough background knowledge to pursue these concepts independently. At the end of this book, you will be able to progress to intermediate/advanced level books on Android. However, I suggest that you complete more android projects so that these concepts become second nature to you. In comparison to the BNR book, this book caters to the COMPLETE beginner whereas the BNR book addresses the needs of the ADVANCED beginner. If you are just starting out in Android development, this book is definitely worth its heft.

I have experience in programming for iOS and want to start developing Apps for Android. The book

is for beginners, but the topic is very well explained in specific details (and not so detailed to bother the reader). I recommend this book to everyone who has no experience with Android development.

Disclaimer: I received an early copy of this book. Coming from a DB background, I wanted to increase my knowledge base to JAVA and then to Android. With an aspiration to eventually move to mobile development, I stumbled upon John's book - Learning Java by Building Android Games. I simply fell in love with its simplicity and clarity for concepts. To take it up a notch, I spent my holidays delving into this new book - Android Programming for Beginners. If you are looking for good fundamentals on Android subject, I would highly recommend this book. It covers everything from - JAVA, Android Studio, life cycles, intents and introduces all the key concepts to get you started in app development.

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