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2011-09-29 Matthias Kaeppler Summary
Android in Practice is a treasure trove of Android goodness, with over 90 tested, ready-to-use techniques including complete end-to-end example applications and practical tips for real world mobile application developers. Written by real world Android developers, this book addresses the trickiest questions raised in forums and mailing lists. Using an easy-to-follow problem/solution/discussion format, it dives into important topics not covered in other Android books, like advanced drawing and graphics, testing and instrumentation, building and deploying applications, and using

alternative languages. About the Book It's not hard to find the information you need to build your first Android app. Then what? If you want to build real apps, you will need some how-to advice, and that's what this book is about. Android in Practice is a rich source of Android tips, tricks, and best practices, covering over 90 clever and useful techniques that will make you a more effective Android developer. Techniques are presented in an easy-to-read problem/solution/discussion format. The book dives into important topics like multitasking and services, testing and instrumentation, building and deploying applications, and using

alternative languages. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Techniques covering Android 1.x to 3.x Android for tablets Working with threads and concurrency Testing and building Using location awareness and GPS Styles and themes And much more! This book requires a working knowledge of Java, but no prior experience with Android is assumed. Source Code can be found at <https://code.google.com/p/android-in-practice/> Table of Contents PART 1 BACKGROUND AND FUNDAMENTALS

Introducing Android Android application fundamentals Managing lifecycle and state PART 2 REAL WORLD RECIPES Getting the pixels perfect Managing background tasks with Services Threads and concurrency Storing data locally Sharing data between apps HTTP networking and web services Location is everything Appeal to the senses using multimedia 2D and 3D drawing PART 3 BEYOND STANDARD DEVELOPMENT Testing and instrumentation Build management Developing for Android tablets 2009-06-07 W. Frank Ableson Provides information on using Android to build mobile applications. 2009-10-31 Caball[], Santi Explores state-of-the-art software architectures and platforms used to support distributed and mobile e-learning systems. 2012-03-09 Joshua Marinacci Do you want to develop mobile apps with Java—and have them work on a variety of devices powered by iOS and Android? You’ve come to the right place. This project-driven book shows you how to build portable apps with two amazing open source frameworks, Google Web Tools (GWT) and PhoneGap. With these tools, you’ll use learn how to write Java code that compiles into cross-platform Javascript and HTML, and discover how to take advantage of features in several popular devices, such as the camera, accelerometer, and GPS. Get started with GWT by building an example Twitter search app Build a example web app and adapt it for

mobile with CSS Add touch centric controls with the GWT Mobile UI library Develop a working wine journal app that tracks a user’s GPS location Use techniques to make a mobile version of your web or desktop app Work with HTML5 Canvas to build a mobile video game Package your apps for iOS, webOS, and Android with PhoneGap 2019-03-01 Management Association, Information Resources A vital component of any publishing project is the ethical dimensions, which can refer to varied categories of practice: from conducting a proper peer review to using proper citation in research. With the implementation of technology in research and publishing, it is important for today’s researchers to address the standards of scientific research and publishing practices to avoid unethical behavior. Scholarly Ethics and Publishing: Breakthroughs in Research and Practice is an essential reference source that discusses various aspects of ethical values in academic settings including methods and tools to prevent and detect plagiarism, strategies for the principled gathering of data, and best practices for conducting and citing research. It also assists researchers in navigating the field of scholarly publishing through a careful analysis of multidisciplinary research topics and recent trends in the industry. Highlighting a range of pertinent topics such as academic writing, publication process, and research methodologies, this publication is an ideal reference source for researchers, graduate

students, academicians, librarians, scholars, and industry-leading experts around the globe. 2013-01-15 Chris Buckett Summary Dart in Action introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates. After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both the client and the server for a consistent development process. About this Book Dart in Action introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you to try Dart hands-

on. To benefit from this book you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features." - ; From the Foreword by Seth Ladd, Developer Advocate, Google Table of Contents PART 1 INTRODUCING DART Hello Dart "Hello World" with Dart tools Building and testing your own Dart app PART 2 CORE DART Functional first-class functions and closures Understanding libraries and privacy Constructing classes and interfaces Extending classes and interfaces Collections of richer classes Asynchronous programming with callbacks and futures PART 3 CLIENT-SIDE DART APPS Building a Dart web app Navigating offline data Communicating with other systems and languages PART 4 SERVER-SIDE DART Server interaction with files and HTTP Sending, syncing, and storing data Concurrency with isolates 2011-11-14 Frank Ableson Summary Android in

Action, Third Edition is a comprehensive tutorial for Android developers. This fast-paced book puts you in the driver's seat -- you'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features by building useful and intriguing examples. About the Technology When it comes to mobile apps, Android can do almost anything, and with this book, so can you! Android, Google's popular mobile operating system and SDK for tablets and smart phones, is the broadest mobile platform available. It is Java-based, HTML5-aware, and loaded with the features today's mobile users demand. About this Book Android in Action, Third Edition takes you far beyond "Hello Android." You'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features. You'll find interesting examples on every page as you explore cross-platform graphics with RenderScript, the updated notification system, and the Native Development Kit. This book also introduces important tablet concepts like drag-and-drop, fragments, and the Action Bar, all new in Android 3. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Covers Android 3.x SDK and WebKit development from the ground up Driving a robot with Bluetooth and sensors Image processing with Native C code This book is written for hobbyists and developers. A background in Java is helpful. No

prior experience with Android is assumed.
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===== Table of Contents PART 1 WHAT IS ANDROID? THE BIG PICTURE Introducing Android Android's development environment PART 2 EXERCISING THE ANDROID SDK User interfaces Intents and Services Storing and retrieving data Networking and web services Telephony Notifications and alarms Graphics and animation Multimedia 1Location, location, location PART 3 ANDROID APPLICATIONS Putting Android to work in a field service application Building Android applications in C PART 4 THE MATURING PLATFORM Bluetooth and sensors Integration Android web development AppWidgets Localization Android Native Development Kit Activity fragments Android 3.0 action bar Drag-and-drop 2022-12-24 Peter Späth Develop Android apps with Kotlin to create more elegant programs than the Java equivalent. This revised book covers the various aspects of a modern Android app that professionals are expected to encounter. You'll use the latest Kotlin APIs as made available in most recent versions of the Android SDK. There are chapters dealing with all the important aspects of the Android platform, including GUI design, file- and data-handling, coping with phone calls, multimedia apps, interaction with location and mapping services, monetizing apps, and much more. Jetpack will also be covered. It is a suite of libraries to help developers follow best practices, reduce boilerplate code, and write

code that works consistently across Android versions and devices. Pro Android with Kotlin, Second Edition is an invaluable source for developers wanting to build real-world, state-of-the-art Android apps for modern Android devices using the Kotlin programming language and its APIs as available in the modern Android SDK. After reading this book, you'll come away with the skills and techniques to build modern Android apps that you can sell on Google Play. Free source code is available on this book's Github page as well. What You Will Learn Integrate activities, such as intents, services, notifications and more, into your Android apps Build UIs in Android using layouts, widgets, lists, menus, and action bars Deal with data in your Android apps using data persistence and cloud access Design for different Android devices Create multimedia apps in Android Secure, deploy, and monetize your Android apps Who This Book Is For Professional Android app developers.

2011-07-28 Richard Ferraro Summary Location-Aware Applications is a comprehensive guide to the technology and business of creating compelling location-based services and applications. The book walks you through the LBS landscape, from mapping technologies to available platforms; from toolkits to business questions like monetization and privacy. About the Book Mobile customers want entertainment, business apps, and on-the-go services that recognize and respond to location. This book will guide you through the

technology and business of mobile applications so you can create competitive and innovative apps based on location-based services. It is an engaging look at the LBS landscape, from choosing the right mobile platform, to making money with your application, to dealing with privacy issues. It provides insight into a wealth of ideas for LBS development so you can build the next killer app. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Managing location-aware content Making money from location-based services Augmented reality and tablets Detailed examples for iPhone and Android Who Should Read this Book This book is written for developers and business pros - no prior knowledge of location-based services is assumed. Table of Contents PART 1 LBS, THE BIG PICTURE Location-based services: An overview Positioning technologies Mapping Content options PART 2 TECHNOLOGY Consumer applications Mobile platforms Connectivity issues Server-side integration PART 3 CREATING WINNING LBS BUSINESSES Monetization of location-based services The privacy debate Distributing your application Securing your business idea 2014-11-03 Jelena Jovanović Technology Enhanced Learning (TEL) is a very broad and increasingly mature research field. It encompasses a wide variety of research topics, ranging from the study of different pedagogical approaches and teaching/learning strategies

and techniques, to the application of advanced technologies in educational settings such as the use of different kinds of mobile devices, sensors and sensor networks to provide the technical foundation for context-aware, ubiquitous learning. The TEL community has also been exploring the use of artificial intelligence tools and techniques for the development of intelligent learning environments capable of adapting to learners' needs and preferences and providing learners with personalized learning experience. Recognizing the potential of online social networks, social media, and web-based social software tools as learning platforms for online education, the TEL community has devoted significant time and effort into researching how these popular technologies could be combined with appropriate pedagogical approaches to make learning experience more engaging, satisfying, and successful. Among the most important results of these research endeavors are personal learning environments that allow learners to create mash-ups of diverse social software tools based on their own needs and preferences as well as to create and maintain their online learning networks. Undeniably, technological advancement is making education more accessible to an increasing number of people worldwide. To fully exploit the huge benefit the technology is offering, the TEL community is exploring effective approaches for adapting learning resources to address language, generation, and cultural specificities.

Aiming to make learning accessible to all, the community has also focused on the development of solutions for learners with special needs. Finally, it should be noted that all the above mentioned research efforts of the TEL community are finding their applications in different learning contexts and domains, including formal education and informal learning, as well as workplace learning in small, medium, and large organizations. Since the scope of TEL research is constantly evolving, the above given overview of the current research efforts does not aim to be exhaustive by any means. Instead, its purpose is to give some insights into the breadth of research topics and challenges that this edited book aims to cover. The book comprises 14 chapters, which are topically organized into several sections. However, this division of chapters into sections is not strictly definitive as each of the chapters itself presents a comprehensive research work that often spans across diverse TEL areas and thus could be categorized into more than one section of the book.

2016-08-29 Enrique Lopez Manas Build fast and efficient Android apps that run as reliably as clockwork in a multi-device world About This Book Wide coverage of various topics that help in developing optimal applications Explore the concepts of Advanced Native Coding in depth A must-have for professional-standard Android developers for whom performance failures and the sloppy use of resources are simply

unacceptable Who This Book Is For This book is aimed at developers with an advanced knowledge of Android and who want to test their skills and learn new techniques to increase the performance of their applications. We assume they are comfortable working with the entire Android SDK, and have been doing it for a few years. They need to be familiar with frameworks such as NDK to use native code, which is crucial for app performance What You Will Learn Create Android applications that squeeze the most from the limited resource capacity of devices Swap code that isn't performing Efficient memory management by identifying problems such as leaks Reap the benefits of multithreaded and asynchronous programming Maximize the security and encryption mechanisms natively provided by Android Perform efficient network operations and techniques to retrieve data from servers Master the NDK to write native code that can perform faster operations In Detail Performant applications are one of the key drivers of success in the mobile world. Users may abandon an app if it runs slowly. Learning how to build applications that balance speed and performance with functionality and UX can be a challenge; however, it's now more important than ever to get that balance right. Android High Performance will start you thinking about how to wring the most from any hardware your app is installed on, so you can increase your reach and engagement. The book begins by providing an introduction to state-of-the-art

Android techniques and the importance of performance in an Android application. Then, we will explain the Android SDK tools regularly used to debug and profile Android applications. We will also learn about some advanced topics such as building layouts, multithreading, networking, and security. Battery life is one of the biggest bottlenecks in applications; and this book will show typical examples of code that exhausts battery life, how to prevent this, and how to measure battery consumption from an application in every kind of situation to ensure your apps don't drain more than they should. This book explains techniques for building optimized and efficient systems that do not drain the battery, cause memory leaks, or slow down with time. Style and approach The book follows a tutorial-based approach to take the reader from the basic fundamentals of debugging to advanced performance-improvement concepts.

2015-02-24 Dominic Chell See your app through a hacker's eyes to find the real sources of vulnerability The Mobile Application Hacker's Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker's point of view. Heavily practical, this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS, Android, Blackberry, and Windows Phone platforms. You will learn a proven methodology for approaching mobile application assessments, and the techniques used to

prevent, disrupt, and remediate the various types of attacks. Coverage includes data storage, cryptography, transport layers, data leakage, injection attacks, runtime manipulation, security controls, and cross-platform apps, with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security. Mobile applications are widely used in the consumer and enterprise markets to process and/or store sensitive data. There is currently little published on the topic of mobile security, but with over a million apps in the Apple App Store alone, the attack surface is significant. This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data. Understand the ways data can be stored, and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross-platform apps IT security breaches have made big headlines, with millions of consumers vulnerable as major corporations come under attack. Learning the tricks of the hacker's trade allows security professionals to lock the app up tight. For better mobile security and less vulnerable data, The Mobile Application Hacker's Handbook is a practical, comprehensive guide.
2012-09-25 Thierry Templier Summary Restlet in Action gets you started with the Restlet

Framework and the REST architecture style. You'll create and deploy applications in record time while learning to use popular RESTful Web APIs effectively. This book looks at the many aspects of web development, on both the server and client side, along with cloud computing, mobile Android devices, and Semantic Web applications. About the Technology In a RESTful architecture any component can act, if needed, as both client and server—this is flexible and powerful, but tricky to implement. The Restlet project is a reference implementation with a Java-based API and everything you need to build servers and web clients that integrate with most web and enterprise technologies. About the Book Restlet in Action introduces the Restlet Framework and RESTful web APIs. You'll see how to easily create and deploy your own web API while learning to consume other web APIs effectively. You'll learn about designing, securing, versioning, documentation, optimizing, and more on both the server and client side, as well as about cloud computing, mobile Android devices, and Semantic Web applications. The book requires a basic knowledge of Java and the web, but no prior exposure to REST or Restlet. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Written by the creators of Restlet! How to create your own web API How to deploy on cloud and mobile platforms Focus on Android, Google App Engine, Google

Web Toolkit, and OSGi technologies Table of Contents PART 1 GETTING STARTED Introducing the Restlet Framework Beginning a Restlet application Deploying a Restlet application PART 2 GETTING READY TO ROLL OUT Producing and consuming Restlet representations Securing a Restlet application Documenting and versioning a Restlet application Enhancing a Restlet application with recipes and best practices PART 3 FURTHER USE POSSIBILITIES Using Restlet with cloud platforms Using Restlet in browsers and mobile devices Embracing hypermedia and the Semantic Web The future of Restlet 2022-02-08 Johan Vos Quantum computing is on the horizon, ready to impact everything from scientific research to encryption and security. But you don't need a physics degree to get started in quantum computing. Quantum Computing for Developers shows you how to leverage your existing Java skills into writing your first quantum software so you're ready for the revolution. Rather than a hardware manual or academic theory guide, this book is focused on practical implementations of quantum computing algorithms. Using Strange, a Java-based quantum computer simulator, you'll go hands-on with quantum computing's core components including qubits and quantum gates as you write your very first quantum code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.
2016-08-12 Wallace Jackson Learn concepts

central to visual special effects using the free Black Magic Design Fusion 8.0 software package. This book also provides foundational background information regarding concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio in the first six chapters on new media theory, concepts and terminology. This book builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting. VFX Fundamentals introduces more advanced VFX concepts and pipelines as the chapters progress, covering topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 Ultra Keyer, motion tracking, 3D rendering and compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics. “br>What You'll Learn See the new media components (raster, vector, audio, video, rendering) needed for VFX Discover the concepts behind the VFX content production workflow Install and utilize Black Magic Design Fusion 8 and its Visual Programming Language Master the concepts behind resolution, aspect ratio, bit-rate, color depth, layers, alpha, and masking Work with 2D VFX concepts such as animated masking, matte pulling (Primatte V) and motion tracking Harness 3D VFX concepts such as 3D geometry, materials, lighting, animation and

auxiliary channels Use advanced VFX concepts such as particle systems animation using real-world physics (forces) Who This Book Is For div SFX artists, VFX artists, video editors, website developers, filmmakers, 2D and 3D animators, digital signage producers, e-learning content creators, game developers, multimedia producers. 2015-10-26 Raymond K. Camden Summary Apache Cordova in Action teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native

device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building mobile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic 2007-04-25 Damien Sauveron This volume constitutes the refereed proceedings of the First IFIP TC6 / WG 8.8 / WG 11.2 International Workshop on Information Security Theory and

Practices: Smart Cards, Mobile and Ubiquitous Computing Systems, WISTP 2007, held in Heraklion, Crete, Greece in May 2007. The 20 revised full papers are organized in topical sections on mobility, hardware and cryptography, privacy, cryptography schemes, smart cards, and small devices.

2021-05-01 Herong Yang This book is a collection of notes and sample codes written by the author while he was learning Android system. Topics include Installing of Android SDK on Windows, Creating and running Android emulators, Developing First Android Application - HelloAndroid, Creating Android Project with 'android' Command, Building, Installing and Running the Debug Binary Package, Inspecting Android Application Package (APK) Files, Using Android Debug Bridge (adb) Tool, Copying files from and to Android device, Understanding Android File Systems, Using Android Java class libraries, Using 'adb logcat' Command for Debugging. Updated in 2023 (Version v3.05) with ADB tutorials. For latest updates and free sample chapters, visit

<https://www.herongyang.com/Android>.

2020-01-03 Management Association, Information Resources As technology advances, mobile devices have become more affordable and useful to countries around the world. The use of technology can significantly enhance educational environments for students. It is imperative to study new software, hardware, and gadgets for the improvement of teaching

and learning practices. Mobile Devices in Education: Breakthroughs in Research and Practice is a collection of innovative research on the methods and applications of mobile technologies in learning and explores best practices of mobile learning in educational settings. Highlighting a range of topics such as educational technologies, curriculum development, and game-based learning, this publication is an ideal reference source for teachers, principals, curriculum developers, educational software developers, instructional designers, administrators, researchers, professionals, upper-level students, academicians, and practitioners actively involved in the education field.

2018-06-01 Yashavant kanetkar

Description:Java Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this

book, cover every aspect of Java programming. Well through out and finally working examples, and carefully crafted exercises of this book, covers every aspect of Java Programming. Some of the highlighting features of this book are: A* Data types & Control InstructionsA* Object Oriented ProgrammingA* Classes & ObjectsA* Arrays & StringsA* Inheritance & PolymorphismA* InterfacesA* PackagesA* Exception HandlingA* Effective IOA* Multithreading & SynchronizationA* GenericsA* Collection ClassesA* GUI Using SwingA* Database Connectivity UsingJDBC Table Of Contents:-An Overview of Java-Getting Started-More about Data Types-Decision Control Instruction-Loop Control Instruction-Case Control Instruction-Functions-Advanced Features of Functions-Introduction to OOP-Classes and Objects-Arrays-Strings and Enums-Inheritance-Polymorphism-Exception Handling-Effective Input/ Output-Multithreading in Java-Generics-Collection Classes-User Interfaces-JDBC-Index

2015-07-17 Kevin Pelgrims Gradle is an open source build automation system that introduces a Groovy-based domain-specific language (DSL) to configure projects. Using Gradle makes it easy for Android developers to manage dependencies and set up the entire build process. This book begins by taking you through the basics of Gradle and how it works with Android Studio. Furthermore, you will learn how to add local and remote dependencies to your project. You will work

with build variants, such as debug and release, paid and free, and even combinations of these things. The book will also help you set up unit and integration testing with different libraries and will show how Gradle and Android Studio can make running tests easier. Finally, you will be shown a number of tips and tricks on the advanced customization of your application's build process. By the end of this book, you will be able to customize the entire build process, and create your own tasks and plugins for your Gradle builds.

2018-12-21 Pieter Kubben This open access book comprehensively covers the fundamentals of clinical data science, focusing on data collection, modelling and clinical applications. Topics covered in the first section on data collection include: data sources, data at scale (big data), data stewardship (FAIR data) and related privacy concerns. Aspects of predictive modelling using techniques such as classification, regression or clustering, and prediction model validation will be covered in the second section. The third section covers aspects of (mobile) clinical decision support systems, operational excellence and value-based healthcare. Fundamentals of Clinical Data Science is an essential resource for healthcare professionals and IT consultants intending to develop and refine their skills in personalized medicine, using solutions based on large datasets from electronic health records or telemonitoring programmes. The book's promise is "no math, no code" and will explain

the topics in a style that is optimized for a healthcare audience.

2021-05-31 Grant Allen Get started as a mobile app developer and learn the art and science of Android app development. With no assumed knowledge about programming languages or Android required, you will gain the key skills for constructing fully functional Android apps for smartphones, tablets, and other devices. You will also build a solid foundation in the Java programming language and the business of creating and releasing software for Android. Along the way you'll get comfortable with Android Studio - the best way to write modern Android apps - before diving into your first Android code. The author spends plenty of time explaining how to build a robust UI with widgets, menus, layouts and the activity bar. These components will be the basis of your Android apps and so are covered in depth. Having grasped the basics, you'll move onto what will make your app stand out: sound, music, images, and animations. Taking these elements and combining them with sensors and device location will take your apps to the next level. The final part of the book covers files and databases, essential sources of information for users and your app. In addition, you'll see how to protect your users and their data with permissions and security. What You Will Learn Get started with Android and build your first apps with it Install and use the Android Studio IDE Set up and manage the app development life cycle Master the basics of Java and XML

required to create Android apps Discover the strengths and features of the Android APIs and device capabilities Who This Book Is For Total beginners who have little or no exposure to software development. This book is also useful for developers who are completely new to Android.

2016-08-30 Raimon Rafols Montane Build Android N applications using modern techniques and libraries to get your own high-quality apps published on Google Play in no time About This Book Get started with Android development, from the installation of required tools to publishing to the market Make your applications Android N ready—Android has evolved quite a lot since the very beginning and so has their Software Development Kit—so get up to speed Save time and improve the quality of your applications with widely used open source libraries and dependency management Who This Book Is For Want to get started with Android development? Start here. What You Will Learn Get to know how to use popular open source libraries to reduce time to market and avoid re-inventing the wheel Automate your application's testing phase to avoid last minute crashes Use dependency management to properly keep dependencies and updates under control Efficiently show huge amounts of items in a list Forget about memory and speed concerns Publish and monetize your Android applications on Google Play Persist your application data so it can continue working in offline mode Don't let the UX break because of

network issues In Detail The mobile app market is huge. But where do you start? And how you can deliver something that takes Google Play by storm? This guide is the perfect route into Android app development - while it's easy for new apps to sink without a trace, we'll give you the best chance of success with practical and actionable guidance that will unlock your creativity and help you put the principles of Android development into practice. From the fundamentals and getting your project started to publishing your app to a huge market of potential customers, follow this guide to become a confident, creative and reliable mobile developer. Get to grips with new components in Android 7 such as RecyclerView, and find out how to take advantage of automated testing, and, of course, much, much more. What are you waiting for? There's never been a better time - or a better way - to get into Android app development. Style and approach More than just a manual, this is an accessible route into Android development. Packed with examples that demonstrate how to put key concepts and ideas into practice, this guide isn't just about learning, it's about immediate development.

2023-10-13 Thomas Bailey Follow this step-by-step illustrated guide to launch your own Flutter apps and gain hands-on experience Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Learn about Flutter widgets, plugins, and animations to create a high-

quality, user-friendly app Package and deploy your Flutter apps to achieve native-like performance Purchase of the print or Kindle book includes a free PDF eBook Book Description There have been many attempts at creating frameworks that are truly cross-platform, but most struggle to create a native-like experience at high-performance levels. Flutter achieves this with an elegant design and a wealth of third-party plugins, solidifying its status as the future of mobile app development. If you are a mobile developer who wants to create rich and expressive native apps with the latest Google Flutter framework, this book is for you. You'll start with the basics of cross-platform development frameworks, specifically Flutter. You'll then explore the Dart programming language which is the foundation of the Flutter framework. Next, you'll get a feel for Flutter and how to create your first app, followed by an exploration of the various popular plugins that supplement the Flutter framework. Finally, you'll explore testing and app release, including some common glitches that you may experience. By the end of this book, you'll be well-equipped to create and release a basic Flutter app along with gaining a solid understanding of the Flutter framework and Dart language. What you will learn Understand the Flutter framework and cross-platform development Acclimate the fundamentals of the Dart programming language Explore Flutter widgets, the core widget library, and stateful and stateless

widgets Discover the complete development lifecycle, including testing and debugging Get familiar with both the mobile and web app release processes Dig deeper into more advanced Flutter concepts like animation Explore common Flutter plugins and how to use them Discover the Flutter community and how to stay up-to-date Who this book is for If you are an existing mobile developer seeking a better way to develop cross-platform apps, an existing software developer looking to explore mobile app development, or someone investigating mobile apps and simply wants to know what the Flutter fuss is about, this is the book for you. Prior knowledge of Flutter and Dart is not required.

2020-01-07 Eric Windmill Summary In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it's up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter's apps are not just highly responsive, they're stunning! Purchase of the print book includes a free eBook in PDF, Kindle,

and ePub formats from Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native Java or Swift apps. About the book Flutter in Action teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination of diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming. What's inside Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents: PART 1 - MEET FLUTTER 1 | Meet Flutter 2 | A brief intro to Dart 3 | Breaking into Flutter PART 2 - FLUTTER USER INTERACTION,

STYLES, AND ANIMATIONS 4 | Flutter UI: Important widgets, themes, and layout 5 | User interaction: Forms and gestures 6 | Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 | Flutter routing in depth 8 | Flutter state management 9 | Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 | Working with data: HTTP, Firestore, and JSON 11 | Testing Flutter apps 2010-11-06 Jeng-Shyang Pan This volume composes the proceedings of the Second International Conference on Computational Collective Intelligence--Technologies and Applications (ICCCI 2010), which was hosted by National Kaohsiung University of Applied Sciences and Wroclaw University of Technology, and was held in Kaohsiung City on November 10-12, 2010. ICCCI 2010 was technically co-sponsored by Shenzhen Graduate School of Harbin Institute of Technology, the Tainan Chapter of the IEEE Signal Processing Society, the Taiwan Association for Web Intelligence Consortium and the Taiwanese Association for Consumer Electronics. It aimed to bring together researchers, engineers and po- cymakers to discuss the related techniques, to exchange research ideas, and to make friends. ICCCI 2010 focused on the following themes: • Agent Theory and Application • Cognitive Modeling of Agent Systems • Computational Collective Intelligence • Computer Vision • Computational Intelligence •

Hybrid Systems • Intelligent Image Processing • Information Hiding • Machine Learning • Social Networks • Web Intelligence and Interaction Around 500 papers were submitted to ICCCI 2010 and each paper was reviewed by at least two referees. The referees were from universities and industrial organizations. 155 papers were accepted for the final technical program. Four plenary talks were kindly offered by: Gary G. Yen (Oklahoma State University, USA), on "Population Control in Evolutionary Multi-objective Optimization Algorithm," Chin-Chen Chang (Feng Chia University, Taiwan), on "Applying De-clustering Concept to Information Hiding," Qinyu Zhang (Harbin Institute of Technology, China), on "Cognitive Radio Networks and Its Applications," and Lakhmi C. 2010-11-30 Chuck Lam Hadoop in Action teaches readers how to use Hadoop and write MapReduce programs. The intended readers are programmers, architects, and project managers who have to process large amounts of data offline. Hadoop in Action will lead the reader from obtaining a copy of Hadoop to setting it up in a cluster and writing data analytic programs. The book begins by making the basic idea of Hadoop and MapReduce easier to grasp by applying the default Hadoop installation to a few easy-to-follow tasks, such as analyzing changes in word frequency across a body of documents. The book continues through the basic concepts of MapReduce applications developed using Hadoop, including

a close look at framework components, use of Hadoop for a variety of data analysis tasks, and numerous examples of Hadoop in action. Hadoop in Action will explain how to use Hadoop and present design patterns and practices of programming MapReduce. MapReduce is a complex idea both conceptually and in its implementation, and Hadoop users are challenged to learn all the knobs and levers for running Hadoop. This book takes you beyond the mechanics of running Hadoop, teaching you to write meaningful programs in a MapReduce framework. This book assumes the reader will have a basic familiarity with Java, as most code examples will be written in Java. Familiarity with basic statistical concepts (e.g. histogram, correlation) will help the reader appreciate the more advanced data processing examples. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

2016-10-06 Jerome DiMarzio A hands-on introduction to the latest release of the Android OS and the easiest Android tools for developers As the dominant mobile platform today, the Android OS is a powerful and flexible platform for mobile device. The new Android 7 release (New York Cheesecake) boasts significant new features and enhancements for both smartphone and tablet applications. This step-by-step resource takes a hands-on approach to teaching you how to create Android applications for the latest OS and the newest

devices, including both smartphones and tablets. Shows you how to install, get started with, and use Android Studio 2 - the simplest Android developer tool ever for beginners Addresses how to display notifications, create rich user interfaces, and use activities and intents Reviews mastering views and menus and managing data Discusses working with SMS Looks at packaging and publishing applications to the Android market Beginning Android Programming with Android Studio starts with the basics and goes on to provide you with everything you need to know to begin to successfully develop your own Android applications.

2015-05-05 Ricardo Alcocer Mastering Java and Objective-C to write high-quality Android and iOS apps isn't necessary with the Titanium mobile development toolkit, which can be used to create native mobile applications using standard web technologies like XML, TSS (similar to CSS and HTML), and JavaScript. Titanium compiles code against native platform SDKs to produce apps with the same features made possible using Objective-C and Java. Alloy, the open source MVC framework designed for Titanium, enforces good application design helping keep app's UI, business logic, and data separate so code is easier to read and maintain. Titanium Alloy in Action introduces Titanium and the Alloy MVC framework to web developers and graphic designers new to mobile app development. It begins with easy steps, laying out the tools and

orienting readers to the world of mobile development, allowing them to quickly turn their designs into fully working apps. Using real-life examples, the book explains how to use XML, TSS, and JavaScript to build fully-native iOS and Android apps from a single code base, connect them to a cloud server, and deploy them to app stores. Along the way, it points out the main differences between iOS and Android, their visual language and UX paradigms, and the best approach to cross-platform mobile development. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

2012 Zigurd R. Mednieks Presents instructions for creating Android applications for mobile devices using Java.

1996-01-01 Laura Lemay Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

2016-05-04 Ross Baker Summary Scalatra in Action introduces the Scalatra framework and the Sinatra model. It covers the framework in its entirety, starting with concepts like request routing, input handling, actions, and HTTP responses, then proceeds to more advanced topics, such as data access, handling heavy load, asynchronicity, securing applications, designing and documenting RESTful APIs, and real-time web programming. Purchase of the print book includes a free eBook in PDF, Kindle,

and ePub formats from Manning Publications. About the Technology Scalatra is a lightweight Scala web framework similar to the popular Ruby-based Sinatra. It's perfect for running real-time applications on multicore servers, and is a fast way to spin up web apps and build HTTP APIs for mobile, Backbone.js, and AngularJS apps. About the Book Scalatra in Action covers the Scalatra framework in its entirety, starting with concepts such as request routing, input handling, actions, and HTTP responses. For readers who don't already know Scala, the book introduces the Scala language and sbt, the Simple Build Tool. You'll learn how to use Scalatra's powerful templating engine, Scalate. It also covers advanced topics such as data access, handling heavy load, asynchronicity, securing your application, designing RESTful APIs, and real-time web programming. What's Inside Make clean templates using Scalate Integrate with libraries that supplement Scalatra Write tests using Specs2 Integrate Scalatra with databases About the Reader Readers should be familiar with the basics of HTTP, REST, and web applications. No experience with Scalatra, Sinatra, or Scala is required. About the Authors Dave Hrycyszyn is technical director for a London-based agency specializing in agile software design and development. Stefan Ollinger is an active Scalatra contributor. Ross A. Baker is a Senior Cloud Engineer, a Scalate commiter, and organizer of the Indy Scala meetup. Table of Contents PART 1 INTRODUCTION TO

SCALATRA Introduction A taste of Scalatra Routing Working with user input PART 2 COMMON DEVELOPMENT TASKS Handling JSON Handling files Server-side templating Testing Configuration, build, and deployment Working with a database PART 3 ADVANCED TOPICS Authentication Asynchronous programming Creating a RESTful JSON API with Swagger 2017-03-27 Álvaro Rocha This book presents a selection of papers from the 2017 World Conference on Information Systems and Technologies (WorldCIST'17), held between the 11st and 13th of April 2017 at Porto Santo Island, Madeira, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges involved in modern Information Systems and Technologies research, together with technological developments and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human-Computer Interaction; Ethics, Computers & Security; Health Informatics; Information Technologies in Education; and Information Technologies in

Radiocommunications. 2022-05-31 Prabath Siriwardena An example-driven guide to securing access to your applications with OpenID Connect, the OAuth-based identity layer that keeps billions of user interactions safe every day. Login security is a complex problem with a simple solution: OpenID Connect. OpenID Connect in Action takes you under the hood of this reliable identity layer, showing you how to integrate OpenID Connect into a server-side web application, a single-page application (SPA), a native mobile application, APIs, and more. OpenID Connect in Action teaches you to deploy OpenID Connect to secure access to your apps. Ten-year access management veteran Prabath Siriwardena takes you in-depth with the widely adopted technology, showing you how to optimize OpenID Connect for your application's specific use cases. You'll work to secure end-to-end example applications created with React and React Native, and even develop solutions for Smart TVs and APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. 2010-09-27 Jonathan Stark modified If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-

friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a broader reach. Learn the basics for making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer, geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at <http://labs.oreilly.com/ofps.html>. 2002 Vartan Piroumian This is a step-by-step guide to successful wireless application design and development with Sun's Java 2 Micro Edition platform. Authored by one of Sun's leading wireless application consultants, it covers every key feature of the J2ME platform, and every step of the process -- from architecture through deployment. Piroumian begins by introducing the J2ME computing platform, key terminology, basic concepts, and application development process. Next, you'll

walk through creating, compiling, preparing, executing, and debugging J2ME applications. One step at a time, you'll master J2ME MIDP platform's high-level and low-level APIs, user interface components, persistent storage mechanisms, and services for networking and distributed processing. The book teaches how to build applications from the ground up, using running examples. All topics are introduced in a logical order where each concept builds upon the ones that precede it. Piroumian also covers architecture and its impact on the developer; and introduces key elements of a complete wireless solution, including gateways, Internet portal interfaces, and wireless application interfaces.

2019-04-17 Timo Tuominen Summary RxJava for Android Developers teaches you how to build fast, fluid, and reactive mobile apps for Android with RxJava. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology For Android developers, writing multithreaded apps can be as challenging as it is necessary. RxJava simplifies complex threading operations, maintaining proper synchronization as you switch seamlessly from thread to thread. RxJava also brings the benefits of reactive programming to your apps—that means better real-time responsiveness, the holy grail for every Android developer. About the Book RxJava for Android Developers begins by inviting you to think about programming and data the reactive way.

This engaging, hands-on essential reference introduces you to the central pattern of RxJava for Android, then explains the View Model before exploring highly sought-after app features like chat clients and elegant transitions. Finally, you'll look at high-level design concerns and architectural approaches and frameworks that work well with Functional Reactive Programming (FRP) thinking. What's inside An introduction to reactive programming Easier thread management Improving UI responsiveness Thinking asynchronously Building a working chat client About the Reader Readers should have some experience building Android applications. No experience with RxJava is needed. About the Author Timo Tuominen has used FRP and RxJava extensively while working with Futurice as an architect of a major Android project for Samsung. Table of Contents PART 1 - Core reactive programming Introduction to reactive programming Networking with observables Building data processing chains Connecting the user interface with networking Advanced RxJava PART 2 - Architectures in RxJava Reactive view models Developing with view models Expanding existing Rx apps Testing reactive code PART 3 - Advanced RxJava architectures Advanced architectures: Chat client 1 Advanced architectures: Chat client 2 Transitions with Rx Making a maps client 2013 Daniel Sauter Create mobile apps for Android phones and tablets using Processing, the free graphics-savvy language and

development environment.

2017-08-21 Hilde Pérez García This volume includes papers presented at SOCO 2017, CISIS 2017, and ICEUTE 2017, all conferences held in the beautiful and historic city of León (Spain) in September 2017. Soft computing represents a collection of computational techniques in machine learning, computer science, and some engineering disciplines, which investigate, simulate, and analyze highly complex issues and phenomena. These

proceedings feature 48 papers from the 12th SOCO 2017, covering topics such as artificial intelligence and machine learning applied to health sciences; and soft computing methods in manufacturing and management systems. The book also presents 18 papers from the 10th CISIS 2017, which provided a platform for researchers from the fields of computational intelligence, information security, and data mining to meet and discuss the need for intelligent, flexible behavior by large, complex

systems, especially in mission-critical domains. It addresses various topics, like identification, simulation and prevention of security and privacy threats in modern communication networks Furthermore, the book includes 8 papers from the 8th ICEUTE 2017. The selection of papers for all three conferences was extremely rigorous in order to maintain the high quality and we would like to thank the members of the Program Committees for their hard work in the reviewing process.