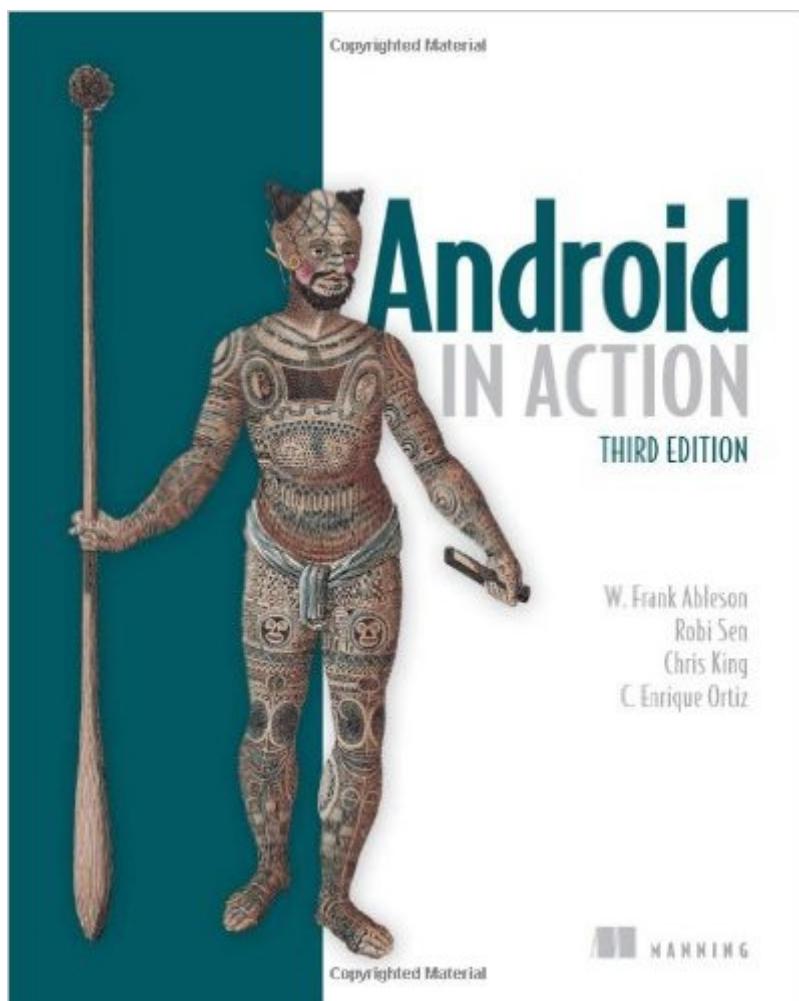


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Android In Action



Synopsis

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. ===== 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 1 Location, 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

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Customer Reviews

Manning's action series had many good/classics, but this is not one of them, even this is the 3rd editions now. Here is why.- android development is bounded, similar to servlet. Each piece needs to fit the lifecycle. So the presentation of the material needs to make clear the "web" of the connections. The rigid presentation and code segment make it difficult to see how the pieces are connected. This book often mention concept without clear explanations, or it refers it far back, reads more like an afterthought.- missing code: the chapter talks about SQLite, without actual sample code distributed. I saw a message in so-called and much touted Author's forum asking for it, but there is no reply whatsoever for couple of months. what good is it for author forum if the author(s) don't read it nor respond to it?- write a subject without teaching - Multimedia is such a chapter: it suppose to teach you how to control the camera/audio/video and make a app out of it. There are a variety of important concept to understand such as SurfaceView, holder etc. to understand it. That chapter didn't provide ANY explanation for it. It give you a few segments of code, dotted with a few typical manning's 1,2,3 comments, that is it. There is absolutely no way to grasp it by reading it. I understand you can't be a master of every subjects. But by reading this chapter, I actually suspect if the authors really studied this particular component or whatnot. All in all, I think most readers will get a better handle on the development by following along Google's online training and developer guide.

I'm new to Android and I found this book to be convoluted and difficult. Maybe it's just me, or maybe Android is just very complex, but I'm looking for a book written for newbies now.

It's a good book, but not well diagrammed. The code is not easy to understand because it is not ended properly. On the other hand, this is not a book for beginners. It assumes you have some knowledge.

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