

Android App Documentation Sample

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010. Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member.

Create Deep Learning and Reinforcement Learning apps for multiple platforms with TensorFlow Key Features Build TensorFlow-powered AI applications for mobile and embedded devices Learn modern AI topics such as computer vision, NLP, and deep reinforcement learning Get practical insights and exclusive working code not available in the TensorFlow documentation Book Description As a developer, you always need to keep an eye out and be ready for what will be trending soon, while also focusing on what's trending currently. So, what's better than learning about the integration of the best of both worlds, the present and the future? Artificial Intelligence (AI) is widely regarded as the next big thing after mobile, and Google's TensorFlow is the leading open source machine learning framework, the hottest branch of AI. This book covers more than 10 complete iOS, Android, and Raspberry Pi apps powered by TensorFlow and built from scratch, running all kinds of cool TensorFlow models offline on-device: from computer vision, speech and language processing to generative adversarial networks and AlphaZero-like deep reinforcement learning. You'll learn how to use or retrain existing TensorFlow models, build your own models, and develop intelligent mobile apps running those TensorFlow models. You'll learn how to quickly build such apps with step-by-step tutorials and how to avoid many pitfalls in the process with lots of hard-earned troubleshooting tips. What you will learn Classify images with transfer learning Detect objects and their locations Transform pictures with amazing art styles Understand simple speech commands Describe images in natural language Recognize drawing with Convolutional Neural Network and Long Short-Term Memory Predict stock price with Recurrent Neural Network in TensorFlow and Keras Generate and enhance images with generative adversarial networks Build AlphaZero-like mobile game app in TensorFlow and Keras Use TensorFlow Lite and Core ML on mobile Develop TensorFlow apps on Raspberry Pi that can move, see, listen, speak, and learn Who this book is for If you're an iOS/Android developer interested in building and retraining others' TensorFlow models and running them in your mobile apps, or if you're a TensorFlow developer and want to run your new and amazing TensorFlow models on mobile devices, this book is for you. You'll also benefit from this book if you're interested in TensorFlow Lite, Core ML, or TensorFlow on Raspberry Pi.

The first book focusing on one of the hottest new topics in Internet of Things systems research and development Studies estimate that by 2020 we will have a vast Internet of Things (IoT) network comprising 26 billion connected devices, including everything from light bulbs to refrigerators, coffee makers to cars. From the beginning, the concept of cyber-physical systems (CPS), or the sensing and control of physical phenomena through networks of devices that work together to achieve common goals, has been implicit in the IoT enterprise. This book focuses on the increasingly hot topic of Human-in-the-loop Cyber-Physical Systems (HiTLCPS)—CPSs that incorporate human responses in IoT equation. Why have we not yet integrated the human component into CPSs? What are the major challenges to achieving HiTLCPS? How can we take advantage of ubiquitous sensing platforms, such as smartphones and personal devices to achieve that goal? While mature HiTLCPS designs have yet to be achieved, or a general consensus reached on underlying HiTLCPS requirements, principles, and theory, researchers and developers worldwide are on the cusp of realizing them. With contributions from researchers at the cutting edge of HiTLCPS R&D, this book addresses many of these questions from the theoretical and practical points of view. An essential primer on a rapidly emerging Internet-of-Things concept, focusing on human-centric applications Discusses new topics which, until now, have only been available in research papers scattered throughout the world literature Addressed fundamental concepts in depth while providing practical insights into the development of complete HiTLCPS systems Includes a companion website containing full source-code for all of the applications described This book is an indispensable resource for researchers and app developers eager to explore HiTL concepts and include them into their designs. It is also an excellent primer for advanced undergraduates and graduate students studying IoT, CPS, and HiTLCPS.

Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-

based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library

Software Development/Mobile/Android/Wearable/Fitness Build "Wearable" Applications on the Android Wear and Google Fit Platforms This book covers wearable computing and wearable application development particularly for Android Wear (smartwatches) and Google Fit (fitness sensors). It provides relevant history, background and core concepts of wearable computing and ubiquitous computing, as a foundation for designing/developing applications for the Android Wear and Google Fit platforms. This book is intended for Android wearable enthusiasts, technologists and software developers. Gain insight into "wearables" in the modern consumer ecosystem of a multitude of devices, ubiquitous computing, cloud computing and intelligent personal assistants Learn the Android Wear and Google Fit APIs and jump-start hands-on development including: setting up an Android development environment suitable for Android Wear and Google Fit , setting up smartwatch and fitness devices for development and debugging , writing applications that install and execute on Android Wear (smartwatch) devices , and applications that run on your handheld Android devices and find and connect to fitness sensors and access fitness data, and more Catch up with the new Android 5.0 "Lollipop", Android Studio and the gradle based build system Learn how to write applications for smart watches and fitness sensors on the Android/Google ecosystem. "Sanjay's tome provides a comprehensive and timely treatment of the essential points of current Wearable technology and Android Wearable development techniques. The easygoing and comprehensive examples make this book a joy to discover and a delight to peruse. Highly recommended!" - Rudi Cilibrasi, Computer Scientist "The text provides a rich and immersive overview of the field of Wearable computing that is solidified by the impressive set of examples. I was simultaneously entertained as well as educated, and would highly recommend this book to anyone that is looking to get started with Wearables." - Nathan Blair, Software Engineer & Entrepreneur Sanjay M. Mishra began programming in C on various flavors of Unix in the early 1990s. Over the years he has developed diverse software systems spanning web applications and services, messaging, VoIP, NoSQL databases, as well as mobile and embedded platforms. He has worked for companies such as Intertrust, Eyecon Technologies, CallSource, nVoc (formerly Sandcherry, Inc.) and the Starz Entertainment group.

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK and tools updates. To accommodate their extensive new coverage, they've split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. Darcey and Conder cover hot topics ranging from tablet development to protecting against piracy and demonstrate advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available for download on a companion website. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. Also look for: Android Wireless Application Development, Volume I: Android Essentials (ISBN: 9780321813831)

What Every Android App Developer Should Know Today: Android 6 Tools, App/UI Design, Testing, Publishing, and More Introduction to Android™ Application Development, Fifth Edition , is the most useful real-world guide to building robust, commercial-grade Android apps with the new Android 6 SDK, Android Studio, and latest development best practices. Bigger, better, and more comprehensive than ever, this book covers everything you need to start developing professional apps for modern Android devices. If you're serious about Android development, this guide will prepare you to build virtually any app you can imagine! Three well-respected experts guide you through setting up your development environment, designing user interfaces, developing for diverse devices, and optimizing your entire app-development process. Up-to-date code listings support in-depth explanations of key API features, and many chapters contain multiple sample apps. This fifth edition adds brand-new chapters on material design, styling applications, design patterns, and querying with SQLite. You'll find a treasure trove of Android Studio tips, plus a brand-new appendix on the Gradle build system. This edition also offers Updated coverage of the latest Android 5.1 and 6 APIs, tools, utilities, and best practices New coverage of the Android 6.0 permission model Powerful techniques for integrating material design into your apps An all-new chapter on using styles and reusing common UI components Extensive new coverage of app design, architecture, and backward compatibility A full chapter on using SQLite with persistent database-backed app data Revised quiz questions and exercises to test your knowledge Download this book's source code at informit.com/title/9780134389455 or introductiontoandroid.blogspot.com.

This BOOK highlights some basic knowledge of artificial intelligence formal constructed programming languages (like C,

C++, Java, PHP, Python, JavaScript and XML) designed to interact with the hardware in a more powerful way and to communicate instructions to a machine, particularly an electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals. If you read this book in a public place (on a commuter train, at the beach, or on the dance floor at the Restaurants, for example), you can read proudly, with a chip on your shoulder and with your head held high. C, C++, Java, PHP, Python and JavaScript are hot stuff, and you're cool because you're reading about it. If you are just learning what kind of animals C, C++, Java, PHP, Python and JavaScript are, this BOOK will make an excellent companion to any tutorial and serve as a source of knowledge to your specific questions. And, by reading this BOOK, you'll have a broad, basic knowledge of C, C++, Java, Python, JavaScript [scripting language used in millions of Web pages such as Internet Explorer, Firefox, Chrome, Opera, and Safari] and PHP. This book is for all programmers, whether you are a novice or an experienced pro. The beginner will find its carefully paced discussions and many examples especially helpful. Of course those who have already familiar with programming are likely to derive more benefits from this book. After completing this book you will find yourself at a moderate level of expertise in C, C++, Java, PHP, Python and JavaScript programming from where you can take yourself to next levels.

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. To accommodate their extensive new coverage, the authors have split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, covers hot topics ranging from tablet development to protecting against piracy, and demonstrates advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available on the CD. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. This book includes a fully functional application and two exclusive appendices: a rundown of the Java syntax commonly used in Android and a walkthrough of the application. About the CD-ROM: The accompanying CD-ROM contains all the sample code that is presented in the book, organized by chapter.

The objective is to provide the latest developments in the area of soft computing. These are the cutting edge technologies that have immense application in various fields. All the papers will undergo the peer review process to maintain the quality of work.

In just 24 sessions of one hour or less, learn how to build powerful apps for the world's most popular mobile platform: Android. Using this book's straightforward, step-by-step approach, you'll build complete Android 5 apps from the ground up with Android Studio. As you do, you'll master key skills for designing, developing, and publishing meaningful apps of your own. Extensively updated for Android 5's newest capabilities, every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Highlights of this new Fourth Edition include Extensive new coverage: Android 5 (Lollipop), Android Studio, and Material Design; plus Android M early preview A laser focus on modern Android essentials, including activities, intents, resources, and background processing New Android 5 features for Android TV and Android Wear Complete Android Studio projects in nearly every chapter Learn how to... Use the powerful new Android Studio development environment Build layouts that automatically display properly on any device Craft more dynamic, intuitive apps with Google's new material design language Display the right information at the right time with ListViews and adapters Make apps more responsive with background processes Add sophisticated navigation with action toolbars and slide-out menus Integrate images and media into your apps Save data for your app and create public files that can be used by anyone Access the cloud to download and parse JSON data Use SQLite and content providers to create responsive, data-driven apps Create, update, and cancel notifications Start developing Android Wearable and TV apps Use Google Play Services to add location, mapping, and more Package and publish apps to Google Play and other markets

Organizations face many challenges in managing ever-increasing documents that they need to conduct their businesses. IBM® content management and imaging solutions can capture, store, manage, integrate, and deliver various forms of content throughout an enterprise. These tools can help reduce costs associated with content management and help organizations deliver improved customer service. The advanced document capture capabilities are provided through IBM Datacap software. This IBM Redbooks® publication focuses on Datacap components, system architecture, functions, and capabilities. It explains how Datacap works, how to design a document image capture solution, and how to implement the solution using Datacap Developer Tools, such as Datacap FastDoc (Admin). FastDoc is the development tool that designers use to create rules and rule sets, configure a document hierarchy and task profiles, and set up a verification panel for image verification. A loan application example explains the advanced technologies of IBM Datacap Version 9. This scenario shows how to develop a versatile capture solution that is able to handle both structured and

unstructured documents. Information about high availability, scalability, performance, backup and recovery options, preferable practices, and suggestions for designing and implementing an imaging solution is also included. This book is intended for IT architects and professionals who are responsible for creating, improving, designing, and implementing document imaging solutions for their organizations.

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, *Beginning Visual Studio for Mac* will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

This practical book provides the concepts and code you need to develop software with Android, the open-source platform for cell phones and mobile devices that's generating enthusiasm across the industry. Based on the Linux operating system and developed by Google and the Open Handset Alliance, Android has the potential to unite a fragmented mobile market. *Android Application Development* introduces this programming environment, and offers you a complete working example that demonstrates Android architectural features and APIs. With this book, you will: Get a complete introduction to the Android programming environment, architecture, and tools Build a modular application, beginning with a core module that serves to launch modules added in subsequent chapters Learn the concepts and architecture of a specific feature set, including views, maps, location-based services, persistent data storage, 2D and 3D graphics, media services, telephony services, and messaging Use ready-to-run example code that implements each feature Delve into advanced topics, such as security, custom views, performance analysis, and internationalization The book is a natural complement to the existing Android documentation provided by Google. Whether you want to develop a commercial application for mobile devices, or just want to create a mobile mashup for personal use, *Android Application Development* demonstrates how you can design, build, and test applications for the new mobile market.

This volume presents the proceedings of the Fifth International Conference on the Development of Biomedical Engineering in Vietnam which was held from June 16-18, 2014 in Ho Chi Minh City. The volume reflects the progress of Biomedical Engineering and discusses problems and solutions. I aims identifying new challenges, and shaping future directions for research in biomedical engineering fields including medical instrumentation, bioinformatics, biomechanics, medical imaging, drug delivery therapy, regenerative medicine and entrepreneurship in medical devices.

Get Started Fast with Android App Development for Amazon's Best-Selling Kindle Fire! Practically overnight, the Amazon Kindle Fire has become the world's top-selling Android-based tablet. Now, in this electronic-only mini-book, expert Android developers provide an introduction to the basics of Kindle Fire development. Lauren Darcey and Shane Conder first introduce you to Android and walk you through installing its latest development tools. Next, you'll learn the essential design principles you need to write Android Kindle Fire apps, discover how Android applications are structured and configured, and walk through incorporating user interfaces and other application resources into your projects. It's simply the fastest way to start developing apps for today's hottest Android tablet! Like this mini-book? Take the next step: read the full version! *Learning Android Application Programming for the Kindle Fire*, available August 2012 in print and eBook formats, walks you step-by-step through every facet of building a production-quality Kindle Fire app!

What people are saying about *Building iPhone Apps w/ HTML, CSS, and JavaScript* "The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies." --John Allsopp, author and founder of Web Directions "Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers." -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. Build iPhone apps with tools you already know how to use Learn how to make an existing website look and behave like an iPhone app Add native-looking animations to your web app using jQTouch Take advantage of client-side data storage with apps that run even when the iPhone is offline Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS).

Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market. Original. This book covers Android app design fundamentals in Android Studio using Java programming language. The author

assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: www.android-java.website.

This one-of-a-kind short book walks you through creating fantastic entertainment apps for one of the newest Android platforms. Android TV Apps Development: Building Media and Games will demystify some of the newest APIs and present the tools necessary for building applications that run on Android TV. Walking through example applications, you will learn the vocabulary necessary to solve real-world problems and how to present your content on the television through Android. In addition to practical code examples, you will learn about various design considerations that will make using your apps an enjoyable experience for users. What you'll learn: How to design for Android TV How to create a media app for Android TV What are the game design/development considerations for Android TV How to distribute Android TV apps Audience: Developers with some experience with Android development who are interested in building applications for the Android TV platform.

Learn to Program Android Apps - in Only a Day! Android: Programming Guide: Android App Development - Learn in a Day teaches you everything you need to become an Android App Developer from scratch. It explains how you can get started by installing Android Studio and learning to use the Android SDK Manager. Can you really create an app in just a day? Yes, you can! With Android: Programming Guide: Android App Development - Learn in a Day, you'll learn to create "OMG Android." This app is similar to the "Hello, World" program that many beginners create when learning new computer languages. Soon, you'll have your very own app that greets you by name! Can you create an app and try it out on your personal Android device? Absolutely! Learn to run your app on emulators and devices, and how to put personal touches on your app. You'll learn how to update your apps with the Android SDK Manager, use XML, and add buttons and listeners! Order your copy TODAY!

A step-by-step guide to implementing Continuous Integration and Continuous Delivery (CI/CD) for Mobile, Hybrid, and Web applications DESCRIPTION The main objective of the book is to create Declarative Pipeline for programming languages such as Java, Android, iOS, AngularJS, NodeJS, Flutter, Ionic Cordova, and .Net. The book starts by introducing all the areas which encompass the field of DevOps Practices. It covers definition of DevOps, DevOps history, benefits of DevOps culture, DevOps and Value Streams, DevOps practices, different Pipeline types such as Build Pipeline, Scripted Pipeline, Declarative Pipeline, and Blue Ocean. Each chapter focuses on Pipeline that includes Static Code Analysis using SonarQube or Lint tools, Unit tests, calculating code coverage, publishing unit tests and coverage reports, verifying the threshold of code coverage, creating build/package, and distributing package to a specific environment based on the type of programming language. The book will also teach you how to use different deployment distribution environments such as Azure App Services, Docker, Azure Container Services, Azure Kubernetes Service, and App Center. By the end, you will be able to implement DevOps Practices using Jenkins effectively and efficiently. KEY FEATURES ? Understand how and when Continuous Integration makes a difference ? Learn how to create Declarative Pipeline for Continuous Integration and Continuous Delivery ? Understand the importance of Continuous Code Inspection and Code Quality ? Learn to publish Unit Test and Code Coverage in Declarative Pipeline ? Understand the importance of Quality Gates and Build Quality WHAT YOU WILL LEARN ? Use Multi-Stage Pipeline (Pipeline as a Code) to implement Continuous Integration and Continuous Delivery. ? Create and configure Cloud resources using Platform as a Service Model ? Deploy apps to Azure App Services, Azure Kubernetes and containers ? Understand how to distribute Mobile Apps (APK and IPA) to App Center ? Improve Code Quality and Standards using Continuous Code Inspection WHO THIS BOOK IS FOR This book is for DevOps Consultants, DevOps Evangelists, DevOps Engineers, Technical Specialists, Technical Architects, Cloud Experts, and Beginners. Having a basics knowledge of Application development and deployment, Cloud Computing, and DevOps Practices would be an added advantage. TABLE OF CONTENTS 1. Introducing DevOps 2. Introducing Jenkins 2.0 and Blue Ocean 3. Building CI/CD Pipeline for Java Web Application 4. Building CI/CD Pipeline for Android App 5. Building CI/CD Pipeline for iOS App 6. Building CI/CD Pipeline for Angular Application 7. Building CI/CD Pipeline NodeJS Application 8. Building CI/CD Pipeline for Hybrid Mobile Application 9. Building CI/CD Pipeline for Python Application 10. Building CI/CD Pipeline for DotNet Application 11. Best Practices Embedded Android is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a

jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market.

Learn to build human-interactive Android apps, starting with device sensors This book shows Android developers how to exploit the rich set of device sensors—locational, physical (temperature, pressure, light, acceleration, etc.), cameras, microphones, and speech recognition—in order to build fully human-interactive Android applications. Whether providing hands-free directions or checking your blood pressure, Professional Android Sensor Programming shows how to turn possibility into reality. The authors provide techniques that bridge the gap between accessing sensors and putting them to meaningful use in real-world situations. They not only show you how to use the sensor related APIs effectively, they also describe how to use supporting Android OS components to build complete systems. Along the way, they provide solutions to problems that commonly occur when using Android's sensors, with tested, real-world examples. Ultimately, this invaluable resource provides in-depth, runnable code examples that you can then adapt for your own applications. Shows experienced Android developers how to exploit the rich set of Android smartphone sensors to build human-interactive Android apps Explores Android locational and physical sensors (including temperature, pressure, light, acceleration, etc.), as well as cameras, microphones, and speech recognition Helps programmers use the Android sensor APIs, use Android OS components to build complete systems, and solve common problems Includes detailed, functional code that you can adapt and use for your own applications Shows you how to successfully implement real-world solutions using each class of sensors for determining location, interpreting physical sensors, handling images and audio, and recognizing and acting on speech Learn how to write programs for this fascinating aspect of mobile app development with Professional Android Sensor Programming.

Build Android apps and learn the essentials of the popular Kotlin programming language and APIs. This book will teach you the key Kotlin skills and techniques important for creating your very own Android apps. Apart from introducing Kotlin programming, Learn Kotlin for Android Development stresses clean code principles and introduces object-oriented and functional programming as a starting point for developing Android apps. After reading and using this book, you'll have a foundation to take away and apply to your own Kotlin-based Android app development. You'll be able to write useful and efficient Kotlin-based apps for Android, using most of the features Kotlin as a language has to offer. What You Will Learn Build your first Kotlin app that runs on Android Work with Kotlin classes and objects for Android Use constructs, loops, decisions, and scopes Carry out operations on data Master data containers, arrays, and collections Handle exceptions and access external libraries Who This Book Is For Very little programming experience is required: no prior knowledge of Kotlin needed.

An easy-to-follow tour of the Android mobile development platform helps readers create their own apps, giving them a working knowledge of the key concepts and APIs needed and helpful techniques for using the Android development tools to their fullest. Original.

IBM® Enterprise Content Management (ECM) software enables the world's top companies to make better decisions, faster. By controlling content, companies can use industry-specific solutions to capture, manage, and share information. Successful organizations understand that business content matters more than ever as mobile, social, and cloud technologies transform their business models. This IBM Redpaper™ publication introduces the mobile functionality offered in IBM Enterprise Content Management products: IBM Content Navigator, IBM Case manager, and IBM Datacap Mobile. This paper covers key security considerations for mobile application deployments. Many organizations are concerned about the usage of mobile devices for business use and the risk to enterprise data leakage. Mobile technology and mobile security practices have evolved to provide enterprises with all the tools they need to properly secure and manage mobile deployments. As with any best practices or tools, organizations must adopt and implement them for mobile solutions and mobile security to be effective. This paper provides the reader with a deeper look into each one of the IBM ECM mobile offerings and a full description of their current capabilities; using an end-to-end sample scenario covers a commercial real estate loan process. This paper is intended for both executives and technical staffs who are interested in obtaining a quick understanding of the mobile capabilities offered in the IBM Content Management portfolio and the application development functionality.

Advanced Android™ Application Development, Fourth Edition, is the definitive guide to building robust, commercial-grade Android apps. Systematically revised and updated, this guide brings together powerful, advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. With the addition of quizzes and exercises in every chapter, it is ideal for both professional and classroom use. An outstanding practical reference for the newest Android APIs, this guide provides in-depth explanations of code utilizing key API features and includes downloadable sample apps for nearly every chapter. Together, they provide a solid foundation for any modern app project. Throughout, the authors draw on decades of in-the-trenches experience as professional mobile developers to provide tips and best practices for highly efficient development. They show you how to break through traditional app boundaries with optional features, including the Android NDK, Google Analytics and Android Wear APIs, and Google Play Game Services. New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in-app billing from Google Play, as well as third-party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app's reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification, Web, SMS, and other APIs Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: <http://advancedandroidbook.blogspot.com/> This title is an indispensable resource for intermediate- to advanced-level Java programmers who are now developing for Android, and for seasoned mobile developers who want to make the most of the new Android platform and hardware. This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume II: Advanced Topics, Third Edition.

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application. Presents instructions for creating Android applications for mobile devices using Java.

Beginning Android Wearables gives you the skills you need to make effective apps for Android Wear-based smartwatches, fitness bracelets, connected home wearable controllers, and Google Glass. Delight your users by giving them access to the information they'll need at the tips of their fingers. This book is very practical and contains many examples that not only show you how to write code for Glass and Android Wear, but also demonstrate how to apply this code in the context of an app.

As the Internet becomes increasingly interconnected with modern society, the transition to online business has developed into a prevalent form of commerce. While there exist various advantages and disadvantages to online business, it plays a major role in contemporary business methods. Improving E-Commerce Web Applications Through Business Intelligence Techniques provides emerging research on the core areas of e-commerce web applications. While highlighting the use of data mining, search engine optimization, and online marketing to advance online business, readers will learn how the role of online commerce is becoming more prevalent in modern business. This book is an important resource for vendors, website developers, online customers, and scholars seeking current research on the development and use of e-commerce.

&> In just 24 sessions of one hour or less, learn how to build powerful applications for the world's first complete, open, and free mobile

platform: Android. Using this book's straightforward, step-by-step approach, you'll build a fully-featured Android application from the ground up and master the skills you need to design, develop, test, and publish powerful applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Android development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop Android applications quickly and successfully with Java Master Google's Android SDK and development tools Leverage the Eclipse programming environment to develop Android projects Understand the Android application lifecycle Build effective, user-friendly user interfaces Retrieve, store, and work with application data Develop powerful network applications Add popular social features and location-based services to your applications Take advantage of Android device hardware like the camera Internationalize, test, and publish your Android applications

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

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