

Learning Android Development with Data Structures and Algorithms

Version 0.0.1

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The \LaTeX source for this book is available from <http://mark.goadrich.com/courses/csc207f09/book>

Preface

Origins of this book

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Part I

Simple Interactions

Chapter 1

Rolling a Die

1.1 Setup

1.1.1 Manifest

1.1.2 Resources

1.2 Layout

1.2.1 TextView

1.2.2 Button

1.2.3 ImageView

1.3 Code

1.3.1 Callbacks

1.3.2 Orientation Change

Chapter 2

Flipping a Domino

2.1 Layout

2.1.1 RelativeLayout

2.2 Code

2.2.1 Callbacks

Chapter 3

Blinking Lights

Chapter 4

Domineering

Chapter 5

Beetle

Part II

Appendices

Appendix A

Installing Eclipse

Appendix B

Installing Android JDK

Appendix C

Using Subversion with Eclipse