

# **The No Nonsense Android Guide**

by Edward Pie

## About This Book

It's not my fault that I wanted to and have written this book, "The No Nonsense Android Guide".

It isn't uncommon to find millions of books out there that make it hard to speed up the learning process by bothering you with unnecessary technicalities and plenty talks. I've had my fair share of this nonsense where you urgently need some bit of knowledge to get some work done just to sit and read long chains of nonsense before finding one thing that make sense. After finding this one line that makes sense, you now have to figure out how to apply it to the problem at hand.

As developers we are faced with two major tasks; working late into the nights to beat deadlines and also having to learn constantly to keep up with fast growing technologies. You don't learn for a day, and your skillset becomes rusty.

If you liked this book because of its title then I guess you are a brother, a brother who has no time to read nonsense.

## About The Author

Edward Pie is a self-motivated developer with experience across various field and technologies. He is an expert Java developer with many works to his credit. He is a naturally gifted teacher and an occasional speaker. And O, he has an entrepreneurial spirit. He likes to build mobile apps for Android, iOS and our old and dying buddy, J2ME. He hates only a thing, NONSENSE!

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## With Thanks To

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## Introduction

Android is an operating system based on the Linux Kernel, and designed primarily for touchscreen mobile devices such as smartphones and tablet computers.

Initially developed by Android Inc., which Google backed financially and later bought in 2005, Android was unveiled in 2007 along with the founding of the Open Handset Alliance – a consortium of hardware, software and telecommunication companies devoted to enhancing open standards for mobile devices.

The user interface of Android is based on direct manipulation, using touch inputs that loosely correspond to real-world actions, like swiping, tapping, pinching and reverse pinching to manipulate on-screen objects. Internal hardware such as accelerometers, gyroscopes and proximity sensors are used by some applications to respond to additional user actions, for example adjusting the screen from portrait to landscape depending on how the device is oriented. Android allows users to customize their home screens with shortcuts to applications and widgets, which allow users to display live content, such as emails and weather information, directly on the home screen. Applications can further send notifications to the user to inform them of relevant information, such as new emails and text messages.

Google under the Apache License releases android's source code; this permissive licensing allows the software to be freely modified and distributed by device manufacturers, wireless carriers and enthusiast developers. Most Android devices ship with a combination of open source and proprietary software. As of July 2013, Android has the largest number of applications ("apps"), available for download in Google Play store which has had over 1 million apps published, and over 50 billion downloads.[16] A developer survey conducted in April–May 2013 found that Android is the most used platform among developers: it is used by 71% of the mobile developers population.

*... I hope you got this book to learn Android Apps Development, not history*

We hate nonsense right? Let's get dirty