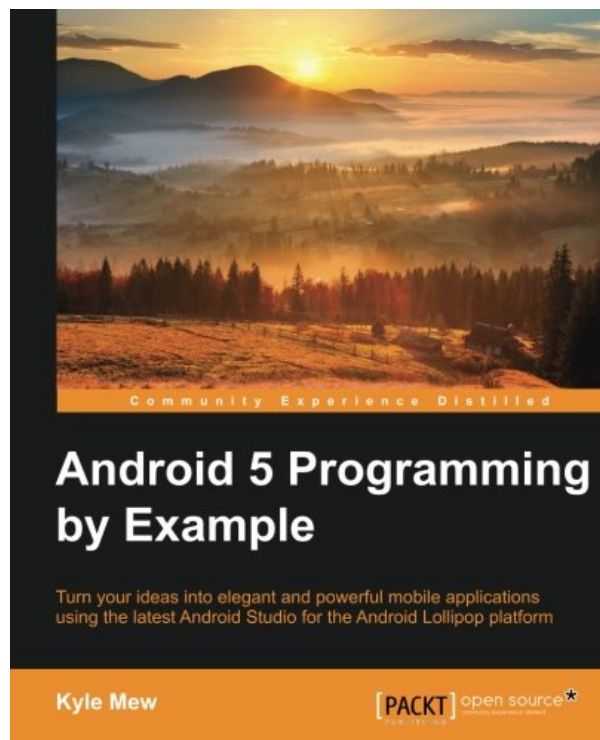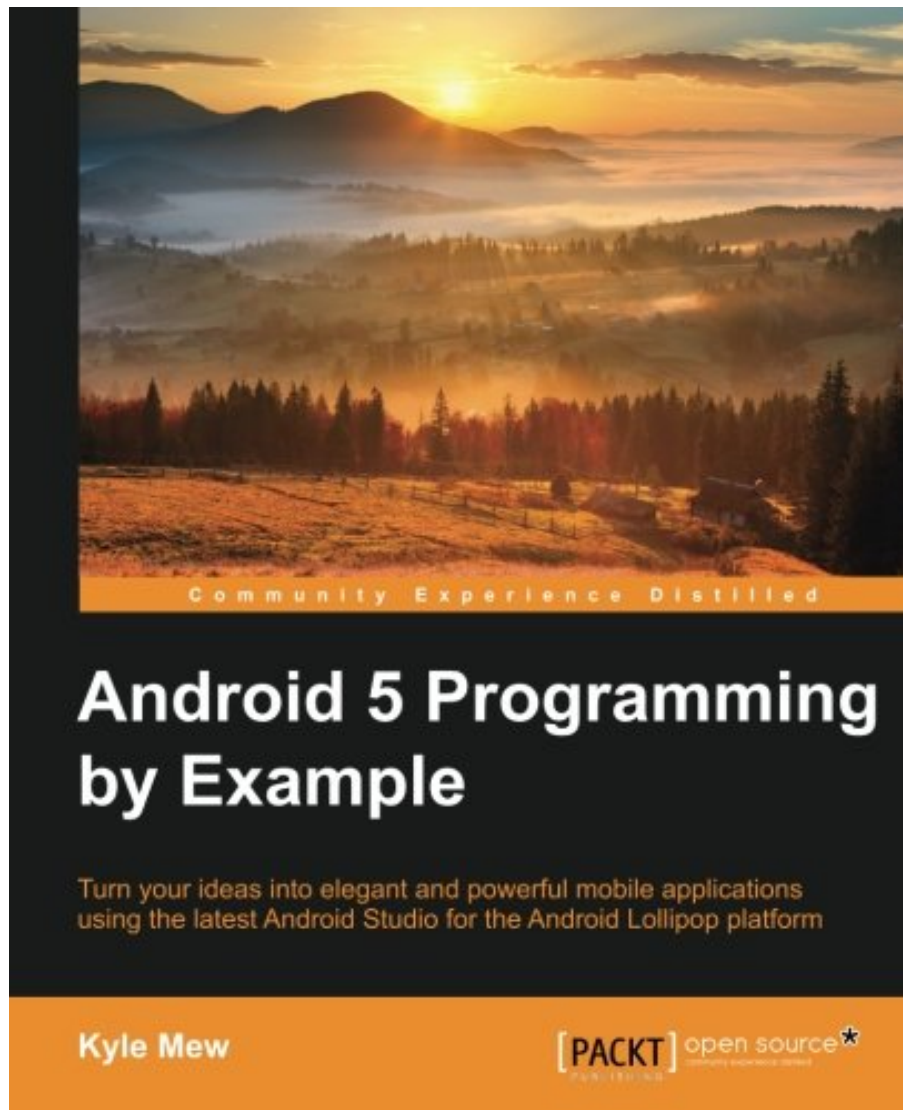# ANDROID 5 PROGRAMMING BY EXAMPLE BY KYLE MEW

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About the Author

Kyle Mew

Kyle Mew has been programming since the early 80s and has written for several technology websites. He has also written three radio plays and another book on Android development, Android 3.0 Application Development Cookbook, published by Packt Publishing.

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ANDROID 5 PROGRAMMING BY EXAMPLE BY KYLE MEW PDF

Turn your ideas into elegant and powerful mobile applications using the latest Android Studio for the Android Lollipop platform

About This Book

- Design and customize GUI using material design to create attractive and intuitive layouts easily
- Bring your designs to life with Android 5's powerful and extensive Java libraries, new sensors, and new platforms such as TVs, wearables, and cars
- An example-based guide to learn and develop applications for Android 5

Who This Book Is For

If you have a great idea for a mobile app, and some familiarity with Java, or a similar procedural programming language, then all you need is this book to turn your idea into a reality.

What You Will Learn

- Set up an effective development environment to create Android apps from scratch
- Control the layout structure and design and edit code to control screen events
- Respond to user interaction using Java and XML with your app
- Keep your users up to date with Android's new notification framework
- Implement Google APIs such as maps and other Google Services
- Create apps for televisions, cars, and wearables and build home-screen app widgets
- Add audio and video playback to your apps using the AudioManager and MediaPlayer classes
- Program the two new Lollipop widgets, CardView and RecyclerView
- Compile your apps, distribute them on the Google Play store, and build in a variety of ways to monetize them

In Detail

Android is a mobile operating system that runs on a staggering number of smart phones and tablets. Android offers developers the ability to build rich and innovative applications written using the Java programming language.

Beginning with detailed instructions on how to install and configure the Android SDK, Studio, and Virtual Device Manager, the book moves on to creating a simple, but working, "Hello World" app that can be run on a real device or emulator.

The book then moves on to layouts and the visual design of Lollipop apps. A new app is begun to demonstrate this and expanded as we move further, and, once material design has been introduced, the book moves on to the Java coding aspect and how to write code that responds to user interactions via callback

methods such as touchscreen gesture listeners. No book on Lollipop APIs would be complete without explaining how the new Android TV, Wear, and Auto SDK tools work and how they can be utilized to either create new apps or convert those originally written for other platforms.

The book concludes by demonstrating how to package and deploy your finished app on the Google Play store.

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Kyle Mew has been programming since the early 80s and has written for several technology websites. He has also written three radio plays and another book on Android development, Android 3.0 Application Development Cookbook, published by Packt Publishing.

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1 of 1 people found the following review helpful.
May be good for beginners who dislike the format of Android's online docs
By Mr. Lewis James-odwin
I bought this book with the intention of learning how to use the Android's GPS facility to send coordinates information to a remote server via a JSON object. I already had sufficient knowledge of HTTP requests and responses but I just needed to know how to do it in Android using Java. Even though the contents of this book mentioned that it covered Android GPS it sadly didn't cover what I needed, therefore it wasn't much use.

Much of the book seems to just be a re-write of Google's online Android programming documentation, however this book obviously covers a lot less. I eventually had to search the web for the information I needed. If are a complete beginner and you need a book to get you started in the basics of Android development then this book may help you out. Sadly, it hasn't been much use for me yet!

1 of 2 people found the following review helpful.
Very good book
By Hugo
This book is like a tool to optimize your project, the author have made a good job in Android 5 Programming by Example, with a good introduction based on top updated features on Android API, you can start develop all kind of project with the small but functional projects presented in each chapter, I was finding myself a little outdated and searching for a good introduction about new elements in Android 5, I am not a beginner in Android Development, but, I wasn't able to build elegant apps like I feel now, this book gives me the power and confidence to start new projects, now Android is more mature, beautiful, organized, and the author

guides you from very beginning to end and marketing your project, I would recommend this book for anyone, even if you never programmed an Android app before.

0 of 1 people found the following review helpful.
Loved it
By jamie
Great book, at first i was a little daunted with using the xml on the UI when the same can be done with just placing widgets and the xml being updated automatically, but as i got going further i could not get away from the laptop and found myself glued to this book! building the new features for android 5 was a real enjoyment and gave me some great ideas for future apps.
Adding CardView widgets was something i was looking forwards to and this was covered early on when building a tourist kind of app screen, this is a great tool to use and i am sure all will be pleased.
I highly recommend this book for all you developers as it covers some really neat stuff.
Thank you

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