

# Android Programming The Big Nerd Ranch Guide Big Nerd Ranch Guides

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.

Thought-provoking and accessible in approach, this updated and expanded second edition of the Android Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides) provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the

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use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to [info@risepress.pw](mailto:info@risepress.pw) Rise Press

In *Android Programming*, Ryan Hodson provides a useful overview of the Android application lifecycle. Topics ranging from creating a UI to adding widgets and embedding fragments are covered, and he provides plenty of links to Android documentation along the way. Each chapter is conveniently summarized to ensure you get the most out of reading the book, and summaries include helpful suggestions for expanding your abilities in this growing app market. This updated and expanded second edition of *Book* provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Develop the next killer Android App using Java

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programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of *Java Programming for Android Developers For Dummies*, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin

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Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs.

Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

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

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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>.

Want to get started building applications for Android, the world's hottest, fast-growing mobile platform? Already building Android applications and want to get better at it? This book brings together all the expert guidance—and code—you'll need! Completely up-to-date to reflect the newest and most widely used Android SDKs, *The Android Developer's Cookbook* is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid

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development pitfalls. Coverage includes:

- Implementing threads, services, receivers, and other background tasks
- Providing user alerts
- Organizing user interface layouts and views
- Managing user-initiated events such as touches and gestures
- Recording and playing audio and video
- Using hardware APIs available on Android devices
- Interacting with other devices via SMS, web browsing, and social networking
- Storing data efficiently with SQLite and its alternatives
- Accessing location data via GPS
- Using location-related services such as the Google Maps API
- Building faster applications with native code
- Providing backup and restore with the Android Backup Manager
- Testing and debugging apps throughout the development cycle

Turn to *The Android Developer's Cookbook* for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell!

Learn all the Java and Android skills you need to start making powerful mobile applications

About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace

A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch

Learn by example and build three real-world apps and over 40 mini apps throughout the book

Who This Book Is For

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Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that “to learn Android, you must know java.” If so, *Android Programming for Beginners* is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure.

**What You Will Learn**

- Master the fundamentals of coding Java for Android
- Install and set up your Android development environment
- Build functional user interfaces with the Android Studio visual designer
- Add user interaction, data captures, sound, and animation to your apps
- Manage your apps' data using the built-in Android SQLite database
- Find out about the design patterns used by professionals to make top-grade applications
- Build, deploy, and publish real Android applications to the Google Play marketplace

**In Detail** Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. *Android Programming for Beginners* will be your companion to create Android applications from scratch—whether you're looking to start your programming career,

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make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

Provides instruction on building Android apps, including solutions to working with web services, multitouch

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gestures, location awareness, and device features. There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications."

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Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try

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everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice. This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. *Android Programming: The Big Nerd Ranch Guide, 3/e* is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android bootcamps, 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 4.4 (KitKat) through Android 7.0 (Nougat) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other 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.

Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas

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such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the `ConstraintLayout` and `ConstraintSet` classes, `MotionLayout` animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows,

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Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by an expert who's taught this mobile platform to hundreds of developers in large organizations, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. You'll build a Twitter-like application throughout the course of this book, adding new features with each chapter. Along the way, you'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Get an overview of the Android platform and discover how it fits into the mobile ecosystem Learn about the Android stack, including its application framework, and the structure and distribution of application packages (APK) Set up your Android development environment and get started with simple programs Use Android's building blocks—Activities, Intents, Services, Content Providers, and Broadcast Receivers Learn how to build basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Get an introduction to Android Interface Definition Language (AIDL) and the Native Development Kit (NDK)

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Unleash the power of the Android OS and build the kinds

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of brilliant, innovative apps users love to use. If you already know your way around the Android OS and can build a simple Android app in under an hour, this book is for you. If you're itching to see just how far you can push it and discover what Android is really capable of, it's for you. And if you're ready to learn how to build advanced, intuitive, innovative apps that are a blast to use, this book is definitely for you. From custom views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, ace Android developer, Erik Hellman, delivers expert tips, tricks and little-known techniques for pushing the Android envelope so you can:

- Optimize your components for the smoothest user experience possible
- Create your own custom Views
- Push the boundaries of the Android SDK
- Master Android Studio and Gradle
- Make optimal use of the Android audio, video and graphics APIs
- Program in Text-To-Speech and Speech Recognition
- Make the most of the new Android maps and location API
- Use Android connectivity technologies to communicate with remote devices
- Perform background processing
- Use Android cryptography APIs
- Find and safely use hidden Android APIs
- Cloud-enable your applications with Google Play Services
- Distribute and sell your applications on Google Play Store
- Learn how to unleash the power of Android and transform your apps from good to great in Android Programming: Pushing the Limits.

Systems programming provides the foundation for the world's computation. Developing performance-sensitive code requires a programming language that puts

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programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to interthread data races. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing Language basics including error handling, crates and modules, structs, and enums How to write flexible, efficient code with traits and generics Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, concurrency, macros, unsafe code, and interfacing with foreign functions This updated edition covers Rust 1.50 (February 2021).

This updated and expanded second edition of the *Android Programming: The Big Nerd Ranch Guide (2nd Edition)* provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading

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for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by experts who have taught this mobile platform to hundreds of developers in large organizations and startups alike, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. Throughout the book, you'll build a Twitter-like application, adding new features with each chapter. You'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Become familiar with the Android platform and how it fits into the mobile ecosystem Dive into the Android stack, including its application framework and the APK application package Learn Android's building blocks: Activities, Intents, Services, Content Providers, and Broadcast Receivers Create basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Each book aims to teach an important technology or programming language and is designed to take a person from being a novice to a professional by including the most essential information and explaining step by step how to put together real-world projects.

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

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Bootcamp, 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 Oreo and Android "P". Write and run code every step of the way, using Android Studio to create apps that integrate with other 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.

Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-

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hosting service is targeted to the latest Android Studio release, version 1.2.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

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 all versions of Android widely used today (Android 2.2 - 4.2). Write and run code every step of the way – creating apps that catalog crime scenes, browse photos, track your jogging route, and more. Each chapter and app

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has been designed and tested to provide the knowledge and experience you need to get started in Android development. Write and run code every step of the way — creating apps that catalog crime scenes, browse photos, track your jogging route, 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 provided the training we needed to get hundreds of engineers building skillfully on Android. This book is a great distillation of that training and will be a huge help to anyone looking to ramp up as well." – Mike Shaver, Director of Mobile Engineering, Facebook "...a must-have for the developer just starting in Android or ready for more advanced techniques. I was impressed with this book's content and clarity of presentation. The authors explain simple and complex Android topics with equal ease." – James Steele, author of *The Android Developer's Cookbook*

*Android Programming Unleashed* is the most comprehensive and technically sophisticated guide to best-practice Android development with today's powerful new versions of Android: 4.1 (Jelly Bean) and 4.0.3 (Ice Cream Sandwich). Offering the exceptional breadth and depth developers have come to expect from the *Unleashed* series, it covers everything programmers need to know to develop robust, high-performance Android apps that deliver a superior user experience. Leading developer trainer Bintu Harwani begins with basic UI controls, then progresses to more advanced topics, finally covering how to develop feature rich Android applications that can access Internet-based services and store data. He illuminates each important SDK component through complete, self-contained code examples that show developers the most effective ways to build production-ready code. Coverage includes: understanding the modern Android platform from the developer's standpoint... using widgets,

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containers, resources, selection widgets, dialogs, and fragments... supporting actions and persistence... incorporating menus, ActionBars, content providers, and databases... integrating media and animations... using web, map, and other services... supporting communication via messaging, contacts, and emails... publishing Android apps, and much more.

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-

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while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services

ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin 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 multisensory learning experience is designed for the way your brain really works.

Android ProgrammingThe Big Nerd Ranch GuideAddison-Wesley Professional

Master Android development using a variety of Kotlin features About This Book Leverage specific features of Kotlin to ease

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Android application development An illustrative guide that will help you write code based Kotlin language to build robust Android applications Filled with various practical examples build amazing Android project using Kotlin so you can easily apply your knowledge to real world scenarios Who This Book Is For The book is for developers who want to build amazing Android applications in an easy and effective way. Basic knowledge of Kotlin is assumed, but you do not need any familiarity with Android development. What You Will Learn Understand the basics of Android development with Kotlin Get to know the key concepts in Android development See how to create modern mobile applications for the Android platform Adjust your application's look and feel Know how to persist and share application database Work with Services and other concurrency mechanisms Write effective tests Migrate an existing Java-based project to Kotlin In Detail Kotlin is a programming language intended to be a better Java, and it's designed to be usable and readable across large teams with different levels of knowledge. As a language, it helps developers build amazing Android applications in an easy and effective way. This book begins by giving you a strong grasp of Kotlin's features in the context of Android development and its APIs. Moving on, you'll take steps toward building stunning applications for Android. The book will show you how to set up the environment, and the difficulty level will grow steadily with the applications covered in the upcoming chapters. Later on, the book will introduce you to the Android Studio IDE, which plays an integral role in Android development. We'll use Kotlin's basic programming concepts such as functions, lambdas, properties, object-oriented code, safety aspects, type parameterization, testing, and concurrency, which will guide you through writing Kotlin code into production. We'll also show you how to integrate Kotlin into any existing Android project. Style and approach In

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this book, you'll master Android development using Kotlin through real application examples. We'll introduce you to basic Android concepts and offer guidance from the first steps to the final project. In each chapter, we'll develop one important application functionality as a development milestone. As we progress, you'll become more experienced in Android and our application will progress toward a real-world product. Finally, when we complete the application's development, we'll write proper tests to ensure it's production ready.

Presents a guide to the concepts and coding of iOS to create a variety of applications, covering such topics as debugger, core location, reference counting, blocks and categories in Objective-C, and push notifications.

The Django framework makes it easier than ever for Python programmers to create dynamic, database-driven websites. This text covers everything developers need to know to plan, write, deploy, secure, and administer world-class Django web sites.

Introductory, theory-practice balanced text teaching the fundamentals of databases to advanced undergraduates or graduate students in information systems or computer science.

Use Kotlin to build Android apps, web applications, and more—while you learn the nuances of this popular language. With this unique cookbook, developers will learn how to apply this Java-based language to their own projects. Both experienced programmers and those new to Kotlin will benefit from the practical recipes in this book. Author Ken Kousen (Modern Java Recipes) shows you how to solve problems with Kotlin by concentrating on your own use cases rather than on basic syntax. You

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provide the context and this book supplies the answers. Already big in Android development, Kotlin can be used anywhere Java is applied, as well as for iOS development, native applications, JavaScript generation, and more. Jump in and build meaningful projects with Kotlin today. Apply functional programming concepts, including lambdas, sequences, and concurrency See how to use delegates, late initialization, and scope functions Explore Java interoperability and access Java libraries using Kotlin Add your own extension functions Use helpful libraries such as JUnit 5 Get practical advice for working with specific frameworks, like Android and Spring

Learn Java, Android, and app development concepts easily with this updated third edition of *Android Programming for Beginners*. Whether you want to become a professional Android developer or just want to have fun learning Java and Android, this Android Java programming book is what you need.

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular *Objective-C Bootcamp*, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think

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critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Tired of dry, humorless, life-sucking coding books that feel like they were written by an automaton called Automax-201421? Me too. That's why this book takes a different approach! In this very opinionated book about Android development, geared towards beginners, you will learn, among other things how to create a user interface by using XML how to make that user interface interactive how to start background services how to facilitate communication between various Android components by using Intents and Broadcast Receivers why King Kong should not be able to produce actual excrement BUT THE GOVERNMENTS KEEP LYING TO US ABOUT IT how people debugged their Android apps in the trenches of World War I ...and much more. Written in a very serious and dryly technical manner by Antonis Tsagaris, this tome of celestial wisdom is meant for beginners and is rated R for strong language and mild sexuality. Antonis is the Android developer for codehouse five, a company specializing in web and Android development. Check out Karkoona, Looxie and Veterondo in the Play Store to see some of his work in

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action. Most of his apps have been featured in some Apps of the Week/Month/Year list or another in world-renowned publications such as TechRadar, The Times of India, PhoneArena, Android Police and many more. Antonis enjoys souvlaki, hiking, salivary glands (it's a thing) and talking about himself in the third person. Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

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