

Android Native Development Kit Cookbook Liu Feipeng

Android Studio Cookbook Mike van Drongelen 2015-10-30 Design, test, and debug your apps using Android Studio Key Features See what Material design is about and how to apply it your apps Explore the possibilities to develop apps that works on any type of device A step-by-step practical guide that will help you build improved applications, change their look, and debug them Book Description This book starts with an introduction of Android Studio and why you should use this IDE rather than Eclipse. Moving ahead, it teaches you to build a simple app that requires no backend setup but uses Google Cloud or Parse instead. After that, you will learn how to create an Android app that can send and receive text and images using Google Cloud or Parse as a backend. It explains the concepts of Material design and how to apply them to an Android app. Also, it shows you how to build an app that runs on an Android wear device. Later, it explains how to build an app that takes advantage of the latest Android SDK while still supporting older Android versions. It also demonstrates how the performance of an app can be improved and how memory management tools that come with the Android Studio IDE can help you achieve this. By the end of the book, you will be able to develop high quality apps with a minimum amount of effort using the Android Studio IDE. What you will learn Develop Android Studio applications using Genymotion Apply the concepts of Material design to your applications Use memory monitoring tools to tweak performance Build applications for Android Wearable Capture images, video, or audio within your Android app Use content providers to display data Build apps with a cloud-based backend Create media-related apps that will run on phones, phablets, tablets, and TVs Who this book is for This book is for developers that are already familiar with programming concepts and have already started creating apps for the Android platform, for example, by using the Eclipse IDE. It is for developers who intend to use Android Studio as their primary IDE or want to use Android Studio more efficiently.

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Mastering AndEngine Game Development Maya Posch 2015-09-28 Move beyond basic games and explore the limits of AndEngine Key Features Extend the basic AndEngine features without modifying any of AndEngine's code Understand advanced technologies and gain the skills to create the ultimate games in AndEngine Theory supported with practical examples to stimulate your imagination and creativity Book DescriptionAndEngine is a popular and easy-to-use game framework, best suited for Android game development. After learning the basics of creating an Android game using AndEngine it's time you move beyond the basics to explore further. For this you need to understand the theory behind many of the technologies AndEngine uses. This book aims to provide all the skills and tools you need to learn more about Android game development using AndEngine. With this book you will get a quick overview of the basics of AndEngine and Android application development. From there, you will learn how to use 3D models in a 2D scene, render a visual representation of a scene's objects, and create interaction between these objects. You will explore frame-based animations and learn to use skeletal animations. As the book progresses, you will be guided through exploring all the relevant aspects of rendering graphics with OpenGL ES, generating audio using OpenSL ES and OpenAL, making the best use of Android's network API, implementing anti-aliasing algorithms, shaders, dynamic lighting and much more. With all this, you will be ready to enhance the look and feel of your game with its user interface, sound effects and background music. After an in-depth study of 2D and 3D worlds and multi-player implementations, you will be a master in AndEngine and Android game development. What you will learn Extend AndEngine to use

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