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# Deitel Android How To Program

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Android How  
To Program* 2020-07-29

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**CINDY ALYSON**

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**Android How to  
Program, Second  
Edition** Jones &  
Bartlett Learning

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.

Android How to

Program, Third Edition  
 Simon and Schuster  
 Summary Kotlin in  
 Action guides  
 experienced Java  
 developers from the  
 language basics of  
 Kotlin all the way  
 through building  
 applications to run on  
 the JVM and Android  
 devices. Foreword by  
 Andrey Breslav, Lead  
 Designer of Kotlin.  
 Purchase of the print  
 book includes a free  
 eBook in PDF, Kindle,  
 and ePub formats from  
 Manning Publications.  
 About the Technology  
 Developers want to get  
 work done - and the  
 less hassle, the better.  
 Coding with Kotlin  
 means less hassle. The  
 Kotlin programming  
 language offers an  
 expressive syntax, a  
 strong intuitive type  
 system, and great  
 tooling support along  
 with seamless

interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead

accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values

Generics Annotations and reflection DSL construction

**Programming Android with Kotlin**

Pearson Higher Ed  
The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine.

**Internet & World Wide Web**

Pearson Higher Ed  
For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS,

MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the

essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

*Swift for Programmers*  
Pearson Education  
Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Visual

Basic 2012 How to Program, Sixth Edition is also appropriate for anyone interested in learning programming with Visual Basic 2012. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2012 How to Program, Sixth Edition introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2012; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The Sixth Edition is updated to

Visual Studio 2012 and includes new chapters on Windows 8 UI app development, Windows 8 graphics/multimedia, Windows Phone 8 app development and Windows Azure.

Readers begin by getting comfortable with the free Visual Basic Express 2012 IDE and basic VB syntax.

Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitels introduce more sophisticated techniques, including inheritance, polymorphism, exception handling, strings, GUI's, data structures, generics,

and collections.

Throughout, the authors show developers how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material on various topics.

### **Android 6 for Programmers**

Pearson Higher Ed  
The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in

combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of *The Rust Programming Language*, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling,

and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an

expanded chapter on modules, and appendixes on Rust development tools and editions.

*How to Design Programs, second edition* Pearson Higher Ed

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

[Java Coding Guidelines](#)

No Starch Press

The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a

background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python-one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5



and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®,

Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented

programming  
 Collections: Lists,  
 tuples, dictionaries,  
 sets, NumPy arrays,  
 pandas Series &  
 DataFrames Static,  
 dynamic and  
 interactive  
 visualizations Data  
 experiences with real-  
 world datasets and  
 data sources Intro to  
 Data Science sections:  
 AI, basic stats,  
 simulation, animation,  
 random variables, data  
 wrangling, regression  
 AI, big data and cloud  
 data science case  
 studies: NLP, data  
 mining Twitter®, IBM®  
 Watson™, machine  
 learning, deep  
 learning, computer  
 vision, Hadoop®,  
 Spark™, NoSQL, IoT  
 Open-source libraries:  
 NumPy, pandas,  
 Matplotlib, Seaborn,  
 Folium, SciPy, NLTK,  
 TextBlob, spaCy,  
 Textatistic, Tweepy,

scikit-learn®, Keras  
 and more  
 Accompanying code  
 examples are available  
 here:  
[http://ptgmedia.pearsoncmg.com/imprint\\_downloads/informit/bookreg/9780135224335/9780135224335\\_examples.zip](http://ptgmedia.pearsoncmg.com/imprint_downloads/informit/bookreg/9780135224335/9780135224335_examples.zip). Register your  
 product for convenient  
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 updates, and/or  
 corrections as they  
 become available. See  
 inside book for more  
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**Adroid how to  
 Program** Prentice Hall  
 The professional  
 programmer's Deitel®  
 guide to Java® 9 and  
 the powerful Java  
 platform Written for  
 programmers with a  
 background in another  
 high-level language,  
 this book applies the  
 Deitel signature live-  
 code approach to  
 teaching programming

and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization,

concurrency, generics, generic collections, database with JDBC and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory

Methods, Matcher  
 Methods, Stream  
 Methods, JavaFX  
 Updates, Using  
 Modules in JShell,  
 Completable Future  
 Updates, Security  
 Enhancements, Private  
 Interface Methods and  
 many other language  
 and API updates. Core  
 Java Features Classes,  
 Objects, Encapsulation,  
 Inheritance,  
 Polymorphism,  
 Interfaces Composition  
 vs. Inheritance,  
 “Programming to an  
 Interface not an  
 Implementation”  
 Lambdas, Sequential  
 and Parallel Streams,  
 Functional Interfaces  
 with Default and Static  
 Methods, Immutability  
 JavaFX GUI, 2D and 3D  
 Graphics, Animation,  
 Video, CSS, Scene  
 Builder Files, I/O  
 Streams, XML  
 Serialization  
 Concurrency for

Optimal Multi-Core  
 Performance, JavaFX  
 Concurrency APIs  
 Generics and Generic  
 Collections Recursion,  
 Database (JDBCTM and  
 JPA) Keep in Touch  
 Contact the authors at:  
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*Java 9 for Programmers*  
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 NOTE: You are  
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standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133450732/ISBN-13: 9780133450736 . That package includes ISBN-10: 0133146146/ISBN-13: 9780133146141 and ISBN-10: 0133378713/ISBN-13: 9780133378719. MyProgrammingLab should only be purchased when required by an instructor For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where

the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Ninth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in

response to a team of distinguished academic and industry reviewers. MyProgrammingLab for C++ How to Program is a total learning package.

MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. And, MyProgrammingLab comes from Pearson, your partner in providing the best digital learning experience. View the Deitel Buzz online to learn more about the newest publications

from the Deitels.

### **Visual Basic 2012**

Pearson Education Using a hands-on, student-friendly approach, *Android Programming Concepts* provides a comprehensive foundation for the development of mobile applications for devices and tablets powered by Android. This text explores Android Java and the Android SDK, the implementation of interactivity using touchscreen gesture detection and sensors, and current concepts and techniques for constructing mobile apps that take advantage of the latest Android features. Each chapter features a collection of well-designed and classroom tested labs that provide clear guidance of Android

concepts. Each lab is geared toward one or two specific Android concepts, which eliminated distractions and gives the reader better focus on the concepts at hand.

*Android* Prentice Hall For courses in Android Programming. Thinking like a developer - from the start. Created by world-renowned programming instructors Paul and Harvey Deitel, *Android How to Program, Third Edition* introduces the dynamic world of Android smartphone and tablet app development with the Android Software Development Kit (SDK), the Java(TM) programming language, and the rapidly evolving Android Studio Integrated Development

Environment (IDE). Updated to Android 6 and Google's preferred Android Studio IDE, the Third Edition presents cutting-edge mobile computing technologies for upper-level college courses. The Deitels' App-driven Approach helps students master Android app development through eight complete, working Android apps. Each chapter features new concepts through a single app. The authors begin with an introduction to the app, followed by an app test-drive showing sample executions and a technologies overview. Next, they present detailed steps to build the app. Finally, they provide a detailed code walkthrough of the app's source code,

discussing the programming concepts and Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making it appropriate for Java courses that want to add an app-programming flavor.

Java How To Program, Late Objects, Global Edition Pearson Education

The professional programmer's Deitel® guide to procedural programming in C through 130 working code examples Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the

concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom data structures, the Standard Library, select features of the new C11 standard such as multithreading to help you write high-performance applications for today's multicore systems, and secure C programming sections that show you how to write software that is more robust and



less vulnerable. You'll enjoy the Deitels' classic treatment of procedural programming. When you're finished, you'll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals  
Compiling and debugging with GNU gcc and gdb, and Visual C++®  
Key new C11 standard features:  
Type generic expressions,  
anonymous structures and unions, memory alignment, enhanced Unicode® support, `_Static_assert`, `quick_exit` and `at_quick_exit`, `_Noreturn` function specifier, C11 headers  
C11 multithreading for enhanced performance on today's multicore

systems  
Secure C Programming sections  
Data structures, searching and sorting  
Order of evaluation  
issues, preprocessor  
Designated initializers, compound literals, bool type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit [www.deitel.com](http://www.deitel.com)  
For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit [www.deitel.com/training](http://www.deitel.com/training) or write to [deitel@deitel.com](mailto:deitel@deitel.com)  
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**Android** John Wiley & Sons  
 Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer

advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action

bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more. This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

*Java SE 8 for Programmers* Pearson Higher Ed  
PRACTICAL, EXAMPLE-RICH COVERAGE OF:  
Classes, Objects, Encapsulation,

Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT [WWW.DEITEL.COM](http://WWW.DEITEL.COM) For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to

deitel@deitel.com)  
Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs

in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic

treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into

how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadiraj Deshpande, Sun

Microsystems “Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers.”—Sanjay Dhamankar, Sun Microsystems

“Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services development have never been easier.”—Ludovic Chapenois, Sun Microsystems

“I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen.”—Craig W.

Slinkman, University of Texas–Arlington

“Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome.”—Walt Bunch, Chapman University/

### **Hello, Android**

Pearson Education

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

C# Prentice Hall  
Provides a non-technical introduction to the Internet and World Wide Web, including explanations of hardware, software, e-mail, shopping, and Web design.

*C for Programmers with an Introduction to C11* Pearson Education  
If you know how to program in Java, this is the first book you should buy for learning how to develop Android apps the way

the pros do; it'll save you a lot of time and frustration.

### **Java How to Program**

"O'Reilly Media, Inc."

"Organizations worldwide rely on Java code to perform mission-critical tasks, and therefore that code must be reliable, robust, fast, maintainable, and secure. Java™ Coding Guidelines brings together expert

guidelines, recommendations, and code examples to help you meet these demands."--Publisher description.

### Learn Android Studio

"O'Reilly Media, Inc."

Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.