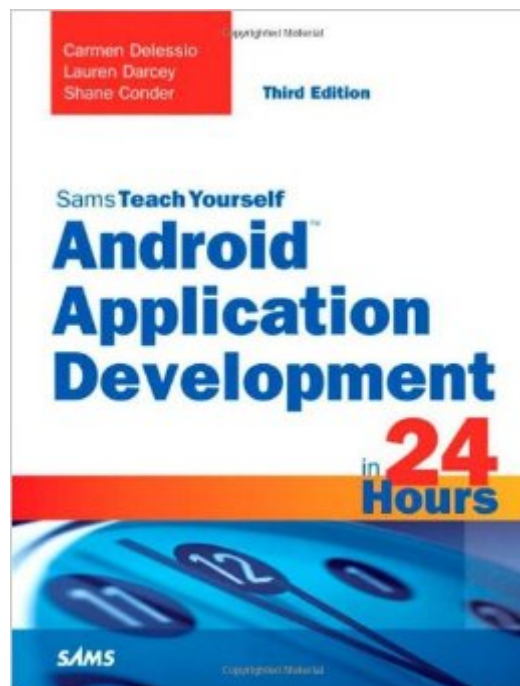


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# Android Application Development In 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours)



## Synopsis

In just 24 sessions of one hour or less, learn how to build powerful apps for the world's most popular mobile platform: Android 4.3. Using this book's straightforward, step-by-step approach, you'll build complete Android 4.3 apps from the ground up as you master the skills you need to design, develop, test, and publish powerful solutions. Extensively updated for Android's newest features and tools, every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Highlights of this new Third Edition include:

- Extensive new coverage: fragments, action bar, SQLite, content providers, Facebook SDK, and more
- Practical guidance on developing for multiple Android versions
- How to use open source projects to simplify Android development
- New topic-focused structure with at least one complete project in nearly every chapter

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- Learn how to quickly set up your development environment and create Android projects
- Use Android layouts and fragments to create apps that look great on phones, tablets, and even TVs
- Develop intuitive user interfaces using Android controls
- Access the cloud and retrieve data using the Flickr API
- Create a full-blown app that parses JSON, stores metadata, and displays Flickr images
- Use a SQLite database and content providers to create responsive, data-driven apps
- Write social apps using the Facebook Android SDK
- Use contact and calendar data
- Build location-based apps using LocationManager APIs or the new Google Play Location Services
- Internationalize your apps
- Work with media and cameras
- Use open-source libraries to add "finishing touches"
- Package and publish apps to Google Play and other app stores

## Book Information

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## Customer Reviews

This is my third Android programming book. I bought it hoping that it would go at a slower pace than Android Programming : The Big Nerd Ranch Guide. I also have Java Programming for Android Developers for Dummies which barely touched on Android apps. Chapters 1 through 5 are okay. I am now reading chapter 6, and it is a big disappointment. This was suppose to be the chapter where the author goes into detail about basic UI controls. I wrote "was". It doesn't. The source code shows the final product, but the text in that chapter does not show the reader how to reach that final "product". There is no discussion about creating the UI for activity\_main at all. I'll update this review as I read along in the book. Edit March 12, 2014=====I completed reading and working on the app for chapter 6. The contents of res/drawable-mdpi/button\_custom.xml that is included in the source files does not match Listing 6.3 in the book. Overall, this chapter needs more content and more explanation. What I wrote about chapter 6 needing more content and explanation goes for chapter 7 as well. I have no idea why the app works on my smartphone that is running Android 2.3.6 which does not support action bar. The author does not explain this. He wries "The Hour7App with menu items defined as they are will run perfectly on earlier versions of Android that do not support action bars". And my question is "why is this so?" Edit March 23, 2014=====Hour7App will run on my Android 2.3.6 smartphone, because it only uses the Options Menu which is implemented in Android 2.3.6 with the Menu button. Hour8App.Tab crashes on my Android 2.3.

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