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Android User Interface Design: Turning Ideas And Sketches Into Beautifully Designed Apps (Usability)



Synopsis

Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In today's crowded Android marketplace, it's more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you'll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You'll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse Android devices; and much more. **Android User Interface Design** details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Appstore assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app designs...or do it yourself!

Book Information

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Customer Reviews

Design interface will tend to get dated pretty fast. And this is really not a full review as of yet. I'm not really sure what I think of this book yet. I did the first read through, but I was not fully impressed just yet of what designs are shown. I was hoping for something that was going to walk through all the different views and what you can do with them. I had a CSS book that did a really good job of taking a projects from start to finish and adding in more each chapter. This book did give me some ideas, but some of the views like the master and detail did not seem to be covered. I guess I expected the book to go through all the types you can setup when building in Eclipse. Those topics are probably a little more basic than what the book was covering. Not that generating lists are not covered with custom designs, and that all appeared very detailed. I did a read through of the book, and adding in some samples into my code to give them a try. If you do go to older devices such as I keep a 2.3 version with me, the examples do not always compile nicely without some tweaks. Anything 4 and up is going to be good. The book itself is very detailed and tons of screen shots and code displayed. Each segment does walk through the attributes, although the examples may only walk you through the most common. That is kind of the downfall of most books is that if they stick with the most common, you really do not get your feet wet with some of the lesser known tributes. But any programming book for me is learned best by going through the samples and tweaking them and learning the errors. That is going to take just a little bit more time to go through.

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