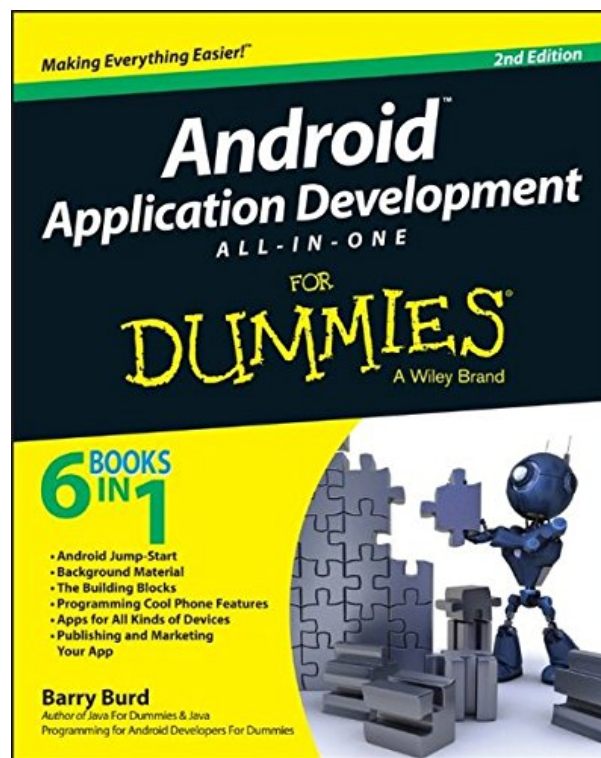
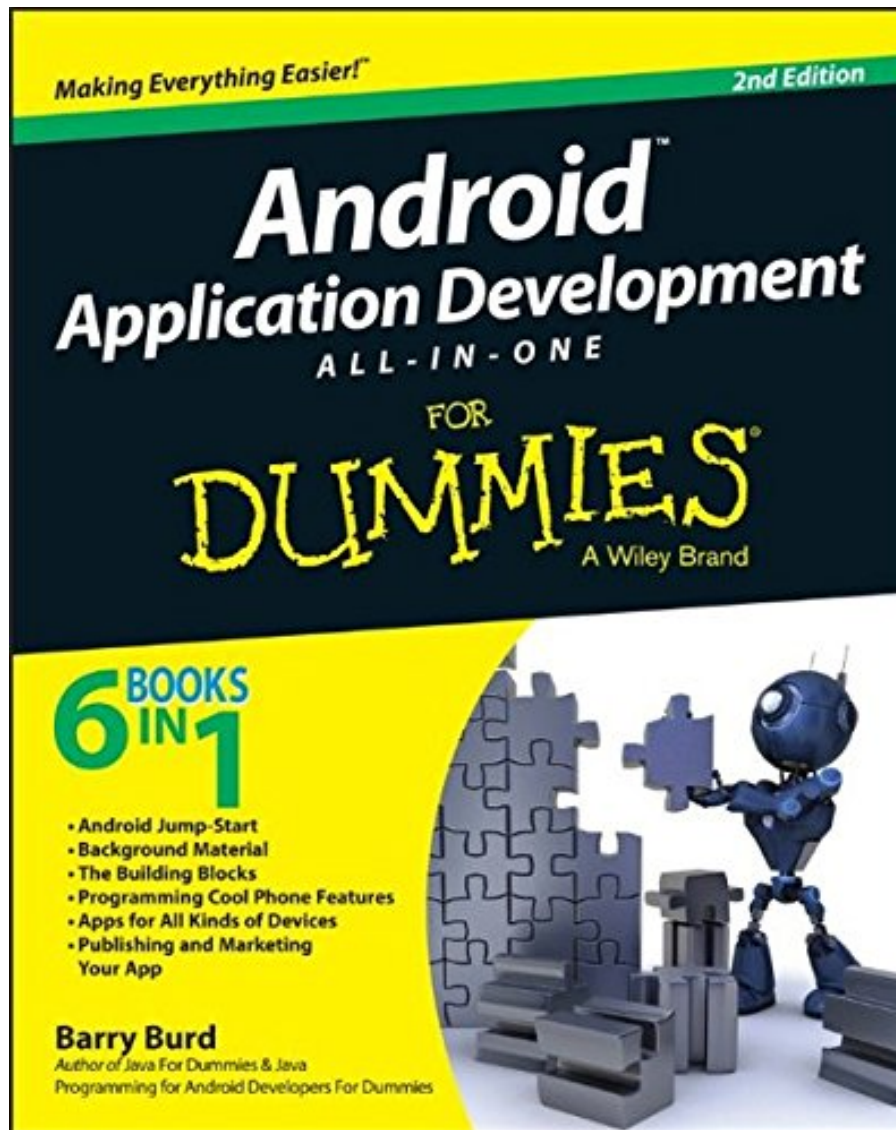


ANDROID APPLICATION DEVELOPMENT ALL-IN-ONE FOR DUMMIES BY BARRY A. BURD



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From the Back Cover

6 BOOKS IN 1

- Android Jump-Start
- Background Material
- The Building Blocks
- Programming Cool Phone Features
- Apps for All Kinds of Devices
- Publishing and Marketing Your App

No experience? No problem! Start creating Android apps today!

Android is everywhere. Get your piece of the action with this all-in-one guide to creating great apps for this booming market! Six self-contained minibooks provide everything you need to program cool phone features, refine your apps, and add the perfect finishing touches.

- First, the groundwork — set up your system for app development and create your first basic Android app
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- The alternative world — learn app development techniques involving C and C++

Open the book and find:

- Steps to create your first app

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- Tips for handling button presses
- Hints for effective screen layout
- Android's built-in tools
- What a fragment is and how to use one
- Programming tricks essential to building games
- Posting your app to the Google Play Store

About the Author

Barry Burd, PhD, is a professor of mathematics and computer science at Drew University. He leads training courses for professional programmers in business and industry, and has lectured at conferences around the world. He is the author of the bestselling *Java For Dummies* and other programming books.

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Your all-encompassing guide to learning Android app development

If you're an aspiring or beginning programmer interested in creating apps for the Android market—which grows in size and downloads every day—this is your comprehensive, one-stop guide. *Android Application Development All-in-One For Dummies* covers the information you absolutely need to get started developing apps for Android. Inside, you'll quickly get up to speed on Android programming concepts and put your new knowledge to use to manage data, program cool phone features, refine your applications, navigate confidently around the Android native development kit, and add important finishing touches to your apps.

Covering the latest features and enhancements to the Android Software Developer's Kit, this friendly, hands-on guide walks you through Android programming basics, shares techniques for developing great Android applications, reviews Android hardware, and much more.

- All programming examples, including the sample application, are available for download from the book's website
- Information is carefully organized and presented in an easy-to-follow format
- 800+ pages of content make this an invaluable resource at an unbeatable price
- Written by an expert Java educator, Barry Burd, who authors the bestselling *Java For Dummies*

Go from Android newbie to master programmer in no time with the help of *Android Application Development All-in-One For Dummies*!

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Most helpful customer reviews

6 of 6 people found the following review helpful.

A Jurassic View of this Book

By Less Known

This isn't so much a review of the quality of Mr. Burd's book. This is more a short narrative of how a programmatic dinosaur (at least this one) adapts to modern coding, and how books like those of Mr. Burd's might help. To summarize the stuff below: 1) this book attempts to teach Java and Android concurrently; 2) that's a lot of new and complicated stuff for a dinosaur to try to absorb at the same time, and 3) it might be easier to try to learn Java first (e.g., *Java for Dummies*, or something like it), then use this book to see how Java and Android work together.

(If you're younger than 50 don't bother to read the rest of this review; it's written in a foreign language.) I learned to program on a B5500 (which was, at the time, brand new). Fortran. I progressed, using the term loosely, to assembler, ALGOL, COBOL, c, Pascal, Univac, IBM, DEC, etc.. I admit all this only to establish

without doubt that I am a dinosaur. Although I haven't done any programming in a long time, I recently decided to learn to write programs that run on my cell phone (i.e, apps!). I have a Samsung phone, and so I needed to learn Java and Android. Hence my interest in Mr. Burd's book.

The first problem was my misconception that I could learn this language/OS just like I learned the other ones. Wrongo. Java isn't Fortran (or even C++). Even people who wrote good structured code (remember that) will be thrown by the nature and degree of program structure imposed by Java (not to say that's bad, but it's very different). Second, the relationship between the language and the OS (Java and Android) is much more, for lack of a better word, intimate than anything that existed in the old days; it's just about impossible (and maybe meaningless) to tell where one ends and the other begins. In fact, one of the biggest problems I had with this book (or this learning process) was trying to distinguish between that which is Java and that which is Android so that I could then master them individually.

Put another way, I just about finished turning my brain into mush by trying to figure out how Java worked while at the same time trying to figure out how Android worked while at the same time trying to figure out how the two worked together. (Not to mention trying to figure out stuff like XML, Gradle, API levels, AVDs, packages, and the rest of the Android liturgy.)

So I put this book aside and bought Mr. Burd's "Java for Dummies". The clouds parted. Java, when dealt with more or less by itself, wasn't as foreign as I thought. Still different, but at least possible to understand. The big change in the learning environment was not having to figure out, for example, Android event handling (setOnClickListener blah blah blah) while trying to grasp of the fundamentals of Java. Then I came back to this book ("Android Application Development") and behold, things started to make sense.

Thus my recommendation: tackle Java by itself, using a book focused on Java, then deal with Android app development (using a book like this one). If you buy that approach, then you will understand why my only real criticism of this book is that Mr. Burd attempts the impossible when he attempts to teach Java and Android at the same time. That makes Mr. Burd's task really difficult (the impossible frequently is), particularly in the early parts of this book, and it deals out an unnecessarily difficult learning problem (at least for a dinosaur). Having said that, I enjoy Mr. Burd's style of writing and teaching, and I like the result I'm getting from using his books (now that I've figured out how to use them).

4 of 4 people found the following review helpful.

Not for Dummies

By MplsMary

I'm just delving into this book, but so far I've found it very helpful. I've read and studied from a myriad of software books for classroom and my own education. I wanted to take an Android class this fall, but could not afford it. So, after reading the reviews I purchased Android Application Development All-in-One for Dummies.

Let's just say this about the Dummies aspect of this book - it's not for people who have no clue about how software works or how applications are developed. Indeed, I stumbled right out of the gate with the emulator setup. If anyone else is having this problem, let me point you away from Barry's recommendation of maybe needing to use an emulator and tell you emphatically you will need an emulator. BlueStacks works great. Just start BlueStacks before you start Android studio and it will be likely in your emulator list when you go to run the app.

Barry Burd walks a fine line between information overload and showing you how to get started. I'm really impressed with all the useful information. As a linear thinker I am working each step as I go along so I can

understand everything about the big, bold world of app development and how apps work in the Android environment.

Edited to add that Bluestacks emulator works great for creating the beginner apps not targeted for specific devices. I'm sure as I get deeper into the book I will take Barry Burd's advice and install a more robust emulator, such as the one he recommended, Genymotion.

4 of 4 people found the following review helpful.

Absolutely, a Great book!

By Atlantic

A great and surprisingly fun book. I've read a lot of Android development books over the years and this is a real gem in my opinion. Burd not only takes the time to walk the reader through some complex topics that other books either gloss over or ignore, but he makes the journey enjoyable and understandable.

He covers Java and all the Android basics of activities and life cycles, fragments, layouts, views, receivers, etc., and has one of the most complete descriptions of intent matching I've seen.

Unfortunately there are many average to poor Android books out there and a real beginner won't be able to learn much from them. This book is different though, and clearly superior to many, or even most, because the information is complete, useful, and as I mentioned, it's fun. Definitely recommended.

Note: another reviewer said that this book was not for "dummies", and he/she is right. These books are accessible to most, but Android development is a little strange when you begin (IMO), the OS and IDE (android studio) changes every few months or so, and having some object oriented development knowledge/skills would help anyone attempting it. Knowing Java is not an imperative, but would be helpful as it eases the burden of figuring out what's Android and what's Java when you're reviewing code.

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