

Android Honeycomb 31 User Guide

Trust the best-selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. Master Cisco CCNA Wireless 640-722 exam topics Assess your knowledge with chapter-opening quizzes Review key concepts with exam preparation tasks This is the eBook edition of the CCNA Wireless 640-722 Official Certification Guide. This eBook does not include the companion CD-ROM with practice exam that comes with the print edition. CCNA Wireless 640-722 Official Certification Guide presents you with an organized test preparation routine through use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. CCNA Wireless 640-722 Official Certification Guide focuses specifically on the objectives for the Cisco CCNA Wireless 640-722 exam. Expert network architect David Hucaby (CCIE No. 4594) shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. Well regarded for its level of detail, assessment features, comprehensive design scenarios, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time. The official study guide helps you master all the topics on the CCNA Wireless 640-722 exam, including the following: RF signals, modulation, and standards Antennas WLAN topologies, configuration, and troubleshooting Wireless APs CUWN architecture Controller configuration, discovery, and maintenance Roaming Client configuration RRM Wireless security Guest networks WCS network management Interference CCNA Wireless 640-722 Official Certification Guide is part of a recommended learning path from Cisco that includes simulation and hands-on training from authorized Cisco Learning Partners and self-study products from Cisco Press. To find out more about instructor-led training, e-learning, and hands-on instruction offered by authorized Cisco Learning Partners worldwide, please visit www.cisco.com/go/authorizedtraining.

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 content? This multi-sensory learning experience is designed for the way your brain really works.

Beginning Android 4 is an update to Beginning Android 3, originally written by Mark Murphy. It is your first step on the path to creating marketable apps for the burgeoning Android Market, Amazon's Android Appstore, and more. Google's Android operating-system has taken the industry by storm, going from its humble beginnings as a smartphone operating system to its current status as a platform for apps that run across a gamut of devices from phones to tablets to netbooks to televisions, and the list is sure to grow. Smart developers are not sitting idly by in the stands, but are jumping into the game of creating innovative and salable applications for this fast-growing, mobile- and consumer-device platform. If you're not in the game yet, now is your chance! Beginning Android 4 is fresh with details on the latest iteration of the Android platform. Begin at the beginning by installing the tools and compiling a skeleton app. Move through creating layouts, employing widgets, taking user input, and giving back results. Soon you'll be creating innovative applications involving multi-touch, multi-tasking, location-based feature sets using GPS. You'll be drawing data live from the Internet using web services and delighting your customers with life-enhancing apps. Not since the PC era first began has there been this much opportunity for the common developer. What are you waiting for? Grab your copy of Beginning Android 4 and get started!

Jump in and build working Android apps with the help of more than 230 tested recipes. The second edition of this acclaimed cookbook includes recipes for working with user interfaces, multitouch gestures, location awareness, web services, and specific device features such as the phone, camera, and accelerometer. You also get useful info on packaging your app for the Google Play Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Get started with the tooling you need for developing and testing Android apps Create layouts with Android's UI controls, graphical services, and pop-up mechanisms Build location-aware services on Google Maps and OpenStreetMap Control aspects of Android's music, video, and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

Embedded Android is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

Android on x86

Covers Samsung TouchWiz Interface

Beginning Android Programing

(Free Sample) Go To Guide for SSC Head Constable (Ministerial) in Delhi Police Exam 2022

Beginning Android Programming with Android Studio

Galaxy Tab: The Missing Manual

Motorola Xoom is the first tablet to rival the iPad, and no wonder with all of the great features packed into this device. But learning how to use everything can be tricky—and Xoom doesn't come with a printed guide. That's where this Missing Manual comes in. Gadget expert Preston Gralla helps you master your Xoom with step-by-step instructions and clear explanations. As with all Missing Manuals, this book offers refreshing, jargon-free prose and informative illustrations. Use your Xoom as an e-book reader, music player, camcorder, and phone Keep in touch with email, video and text chat, and social networking apps Get the hottest Android apps and games on the market Do some work with Google Docs, Microsoft Office, or by connecting to a corporate network Tackle power-user tricks, such as barcode scanning, voice commands, and creating a Wi-Fi hotspot Sync your Xoom with a PC or a Mac

Unique and clever ideas are important when building a hot-selling Android app, but the real drivers for success are speed, efficiency, and power management. With this practical guide, you'll learn the major performance issues confronting Android app developers, and the tools you need to diagnose problems early.

Customers are finally realizing that apps have a major role in the performance of their Android devices. Author Doug Sillars not only shows you how to use Android-specific testing tools from companies including Google, Qualcomm, and AT&T, but also helps you explore potential remedies. You'll discover ways to build apps that run well on all 19,000 Android device types in use. Understand how performance issues affect app sales and retention Build an Android device lab to maximize UI, functional, and performance testing Improve the way your app interacts with device hardware Optimize your UI for fast rendering, scrolling, and animations Track down memory leaks and CPU issues that affect performance Upgrade communications with the server, and learn how your app performs on slower networks Apply Real User Monitoring (RUM) to ensure that every device is delivering the optimal user experience

Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

Create must-have applications for the latest Android OS The Android OS is a popular and flexible platform for many of today's most in-demand mobile devices. This full-color guide offers you a hands-on introduction to creating Android applications for the latest mobile devices. Veteran author Wei Meng Lee accompanies each lesson with real-world examples to drive home the content he covers. Beginning with an overview of core Android features and tools, he moves at a steady pace while teaching everything you need to know to successfully develop your own Android applications. Explains what an activity is and reviews its lifecycle Zeroes in on customizing activities by applying styles and themes Looks at the components of a screen, including LinearLayout, AbsoluteLayout, and RelativeLayout, among others Details ways to adapt to different screen sizes and adjust display orientation Reviews the variety of views such as TextView, ProgressBar, TimePicker, and more Beginning Android Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Build Android 6 Material Design Apps That Are Stunningly Attractive, Functional, and Intuitive As Android development has matured and grown increasingly competitive, developers have recognized the crucial importance of good design. With Material Design, Google introduced its most radical visual changes ever, and made effective design even more essential. Android 6 and the design support library continue to push mobile design forward. In Android User Interface Design, Second Edition, leading Android developer and user experience (UX) advocate Ian G. Clifton shows how to combine exceptional usability and outstanding visual appeal. Clifton helps you build apps that new users can succeed with instantly: apps that leverage users' previous experience previous experience, reflect platform conventions, and never test their patience. You won't need any design experience: Clifton walks you through the entire process, from wireframes and flowcharts to finished apps with polished animations and advanced compositing. You'll find hands-on case studies and extensive downloadable sample code, including complete finished apps. • Integrate Material Design into backward compatible Android 6 apps • Understand views, the building blocks of Android user interfaces • Make the most of wireframes and conceptual prototypes • Apply user-centered design throughout • Master the essentials of typography and iconography • Use custom themes and styles for consistent visuals • Handle inputs and scrolling • Create beautiful transition animations • Use advanced components like spans and image caches • Work with the canvas, color filters, shaders, and image compositing • Combine multiple views into efficient custom components • Customize views to meet unique drawing or interaction requirements • Maximize downloads by designing compelling app store assets Step by step, this guide bridges the gap between Android developers and designers, so you can collaborate on world-class app designs...or do it all yourself! "This well-presented, easy-to-grasp book gets to the heart of Android User Interface Design. Well worth the reading time!" --Dr. Adam Porter, University of Maryland, Fraunhofer Center for Experimental Software Engineering "Ian's grasp of Android is fantastic, and this book is a great read for any developer or designer. I've personally worked on 30+ Android applications, and I was learning new tips with every chapter." --Cameron Banga, Lead Designer, 9magnets, LLC

Starting with Android Honeycomb for Tablets

The Sibley Guide to Bird Life & Behavior

Professional Android 4 Application Development

CCNA Wireless 640-722 Official Cert Guide

Beginning Android 4

Android Programming

The book Go To Guide for SSC Head Constable (Ministerial) in Delhi Police Exam 2022 is specially designed as per the latest notification & based on syllabus. # The book includes 5 sections – Reasoning Ability, Quantitative Aptitude, English Language, General Awareness and Computer Fundamentals. # Detailed theory along with solved examples and short-cuts to solve problems. # 2000+ MCQs for practice. # Detailed solutions to the Exercise have been provided at the end of each chapter.

Fully updated for Android Studio 2.3 and Android 7, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 7 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. The key new features of Android Studio and Android 7 are also covered in detail including the new Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, direct reply notifications, Firebase remote notifications and multi-window support. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.

Explore real-world threat scenarios, attacks on mobile applications, and ways to counter them About This Book Gain insights into the current threat landscape of mobile applications in particular Explore the different options that are available on mobile platforms and prevent circumventions made by attackers This is a step-by-step guide to setting up your own mobile penetration testing environment Who This Book Is For If you are a mobile application evangelist, mobile application developer, information security practitioner, penetration tester on infrastructure web applications, an application security professional, or someone who wants to learn mobile application security as a career, then this book is for you. This book will provide you with all the skills you need to get started with Android and iOS pen-testing. What You Will Learn Gain an in-depth understanding of Android and iOS architecture and the latest changes Discover how to work with different tool suites to assess any application Develop different strategies and techniques to connect to a mobile device Create a foundation for mobile application security principles Grasp techniques to attack different components of an Android device and the different functionalities of an iOS device Get to know secure development strategies for both iOS and Android applications Gain an understanding of threat modeling mobile applications Get an in-depth understanding of both Android and iOS implementation vulnerabilities and how to provide counter-measures while developing a mobile app In Detail Mobile security has come a long way over the last few years. It has transitioned from "should it be done?" to "it must be done!" Alongside the growing number of devices and applications, there is also a growth in the volume of Personally identifiable information (PII), Financial Data, and much more. This data needs to be secured. This is why Pen-testing is so important to modern application developers. You need to know how to secure user data, and find vulnerabilities and loopholes in your application that might lead to security breaches. This book gives you the necessary skills to security test your mobile applications as a beginner, developer, or security practitioner. You'll start by discovering the internal components of an Android and an iOS application. Moving ahead, you'll understand the inter-process working of these applications. Then you'll set up a test environment for this application using various tools to identify the loopholes and vulnerabilities in the structure of the applications. Finally, after collecting all information about these security loop holes, we'll start securing our applications from these threats. Style and approach This is an easy-to-follow guide full of hands-on examples of real-world attack simulations. Each topic is explained in context with respect to testing, and for the more inquisitive, there are more details on the concepts and techniques used for different platforms.

Each book aims to teach an important technology or programming language and is designed to take a person from being a novice to a professional by including the most essential information and explaining step by step how to put together real-world projects.

Event-driven serverless applications

Mastering Software Testing with JUnit 5

Android Cookbook

Motorola Xoom: The Missing Manual

High Performance Android Apps

Android Hacker's Handbook

If you thought your phone was smart, you should see the new Android tablets! Based on Android 3 Honeycomb, these tablets provide all the computing power you'll need on a device light enough to carry wherever you go. Get the most out of your Android 3.0 Honeycomb tablet with Android Tablets Made Simple—learn all the key features, understand what's new, and more. Tablets Made Simple includes over 500 pages of easy-to-read instructions and over 1,000 carefully annotated screen shots to guide you to Android tablet mastery. You'll never be left wondering, "How did they do that?" This book guides you through: Finding and purchasing the right Android tablet Understanding the Android Honeycomb interface Downloading and using the right apps This book constitutes the refereed proceedings of the 6th International Conference on Mathematical Methods, Models, and Architectures for Computer Network Security, MMM-ACNS 2012, held in St. Petersburg, Russia in October 2012. The 14 revised full papers and 8 revised short presentations were carefully reviewed and selected from a total of 44 submissions. Topics include: cryptography and security protocols, access control and information protection, security policies, security event and information management, intrusion prevention, detection and response, anti-malware techniques, security modeling and cloud security.

Explains how to create Android applications, showing how to build programs using interfaces, fragments, actionbars, and navigation drawers.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for creating apps (like the Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some things are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Readers gain a strong foundation in Java programming and the confidence in technical skills to build working mobile applications with ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, 3E. Written by an award-winning technology author, this book thoroughly introduces Java with an emphasis on creating effective applications. It's ideal for readers with some programming experience or those new to Java and Android Studio. The book's hands-on tutorial approach offers step-by-step instruction and numerous screen shots to guide you through tasks. Practical callouts, industry tips, cases and assignments reinforce understanding of programming logic and Java tools for Android. Content is both practical and fun for the future. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Android User Interface Design

Android Studio 2.3 Development Essentials - Android 7 Edition

Androids

Pro Android Graphics

Turning Ideas and Sketches into Beautifully Designed Apps

Beginning Android Application Development

Pro Android 4 shows you how to build real-world and fun mobile apps using the new Android SDK 4 (Ice Cream Sandwich), which unifies Gingerbread for smartphones, Honeycomb for tablets and augments further with Google TV and more. This Android 4 book updates the best selling Pro Android 3 and covers everything from the fundamentals of building apps for embedded devices, smartphones, and tablets to advanced concepts such as custom 3D components, multi-tasking, sensors/augmented reality, better accessories support and much more. Using the tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media and sensors. And you'll check out what's new with Android 4, including the improved user interface across all Android platforms, integration with services, and more. After reading this definitive tutorial and reference, you gain the knowledge and experience to create stunning, cutting-edge Android 4 apps that can make you money, while keeping you agile enough to respond to changes in the future.

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Beginning Android Tablet Programming starts off by showing how to get your system ready for Android tablet programming. You won't need any previous Android experience, because you'll learn all about the basic structure of an Android program and how the Android operating system works—and then you'll learn how to write your first Android tablet application from scratch! Beginning Android Tablet Programming then equips you to build a set of interesting and fully-working Android tablet applications. These projects will give you the inspiration and insights to build your own Android programs in the future. You'll be introduced to 2D programming, and you'll see what you can do with a touch screen interface and the Honeycomb SDK. Of course, 3D programming is even more alluring for many programmers. If that includes you, you'll learn about how Honeycomb has changed the game for Android graphics programming, and get your first taste of 3D programming on an Android tablet. Lights, camera, action! You'll learn along the way how Android Honeycomb gives you access, through your programming, to all those interesting sensors that tablet computers are equipped with today—beyond the touch screen itself. You'll learn, for example, how you to use a tablet GPS sensor to locate your car! You'll also discover how you can access files on your tablet—or on the web—through programming, and then build on that insight to create your own file browser application. This Android project contains many useful coding techniques appropriate for many situations you might encounter in your future programming Android tablet applications; you'll be glad to have them under your belt. So do you want to write programs that can receive and send reminder messages via SMS? Do you want to write your first 2D or 3D game on Android? Perhaps you'd like to write an application that sorts out all your contacts for you! Beginning Android Tablet Programming introduces you to Android tablet programming, and shows how you can program your Android tablet from scratch to do what you want!

In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Google TV development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bffmedia.com. Learn how to. n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use Google TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish

Summary Android in Practice is a treasure trove of Android goodness, with over 90 tested, ready-to-use techniques including complete end-to-end example applications and practical tips for real world mobile application developers. Written by real world Android developers, this book addresses the trickiest questions raised in forums and mailing lists. Using an easy-to-follow problem/solution/discussion format, it dives into important topics not covered in other Android books, like advanced drawing and graphics, testing and instrumentation, building and deploying applications, and using alternative languages. About the Book It's not hard to find the information you need to build your first Android app. Then what? If you want to build real apps, you will need some how-to advice, and that's what this book is about. Android in Practice is a rich source of Android tips, tricks, and best practices, covering over 90 clever and useful techniques that will make you a more effective Android developer. Techniques are presented in an easy-to-read problem/solution/discussion format. The book dives into important topics like multitasking and services, testing and instrumentation, building and deploying applications, and using alternative languages. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Techniques covering Android 1.x to 3.x Android for tablets Working with threads and concurrency Testing and building Using location awareness and GPS Styles and themes And much more! This book requires a working knowledge of Java, but no prior experience with Android is assumed. Source Code can be found at <https://code.google.com/p/android-in-practice/> Table of Contents PART 1 BACKGROUND AND FUNDAMENTALS Introducing Android Android application fundamentals Managing lifecycle and state PART 2 REAL WORLD RECIPES Getting the pixels perfect Managing background tasks with Services Threads and concurrency Storing data locally Sharing data between apps HTTP networking and web services Location is everything Appeal to the senses using multimedia 2D and 3D drawing PART 3 BEYOND STANDARD DEVELOPMENT Testing and instrumentation Build management Developing for Android tablets

Android Boot Camp for Developers Using Java: A Guide to Creating Your First Android Apps

Implementing Material Design for Developers

Android Tablets Made Simple

An Introduction to Optimizing for Intel Architecture

Android Internals - Volume I

The Team That Built the Android Operating System

Galaxy Tab lets you work, play, read, and connect on the go, but mastering its TouchWiz interface and finding the best apps can be tricky—unless you have this Missing Manual. Gadget whiz Preston Gralla provides crystal-clear explanations and step-by-step instructions to get you up to speed quickly, whether you have the 3G/4G or Wi-Fi version of this amazing device. The important stuff you need to know: Design your experience. Add interactive widgets and mini-apps to your screen with TouchWiz. Satisfy your appetite. Download thousands of games and apps from the Android Market. Keep in touch. Chat, videochat, check email, and browse the Web. Find your way. View maps, use the GPS, and navigate turn-by-turn. Manage your media. Shoot and view photos and videos; organize and play your music. Stay informed. Read books, newspapers, and magazines. Be productive. Use Google Docs to store and share documents.

USA Today bestselling author First in a new series! Includes tips and recipes! Welcome to a specialty shop in the Oregon tourist town of Ocoeanover, where it's all things honey—from taffy to body scrub. But murder can make things sticky . . . A BALMY WAY TO GO With her Let It Bee honey boutique buzzing along nicely, life is as sweet as nectar for Wren Johnson—until she takes a morning walk along the Pacific beach with her Havana Brown cat, Everett, and stumbles upon the body of Agnes Snow, the cranky queen of the local craft fairs, stiff as driftwood. More unfortunate? Clutched in the victim's fist is a label from Wren's homemade beeswax-and-honey lip balm. Which makes Officer Jim Hampton focus his dreamy-blue Paul Newman eyes on Wren as suspect number one. With fabulous feline support from Everett, Wren must comb the town for clues and clear her name before someone else gets stung. Praise for Nancy Coco and Her Candy-Coated Mysteries "A puzzling series of crimes . . . plenty of suspects and mouthwatering recipes." —Kirkus Reviews "Memorable characters, a charming locale, and a satisfying mystery." —Barbara Allan "It's probably best not to read this while you're too hungry, as the fudge recipes may send you right to the kitchen." —The Oakland Tribune

Provides basic information about the biology, life cycles, and behavior of birds, along with brief profiles of each of the eighty bird families in North America.

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListView's Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

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

Develop and Design

Porting, Extending, and Customizing

Head First Android Development

6th International Conference on Mathematical Methods, Models and Architectures for Computer Network Security, MMM-ACNS 2012, St. Petersburg, Russia, October 17-19, 2012, Proceedings

Comprehensive guide to develop high quality Java applications

The Big Nerd Ranch Guide

Android on x86: an Introduction to Optimizing for Intel® Architecture serves two main purposes. First, it makes the case for adapting your applications onto Intel's x86 architecture, including discussions of the business potential, the changing landscape of the Android marketplace, and the unique challenges and opportunities that arise from x86 devices. The fundamental idea is that extending your applications to support x86 or creating new ones is not difficult, but it is imperative to know all of the technicalities. This book is dedicated to providing you with an awareness of these nuances and an understanding of how to tackle them. Second, and most importantly, this book provides a one-stop detailed resource for best practices and procedures associated with the installation issues, hardware optimization issues, software requirements, programming tasks, and performance optimizations that emerge when developers consider the x86 Android devices. Optimization discussions dive into native code, hardware acceleration, and advanced profiling of multimedia applications. The authors have collected this information so that you can use the book as a guide for the specific requirements of each application project. This book is not dedicated solely to code; instead it is filled with the information you need in order to take advantage of x86 architecture. It will guide you through installing the Android SDK for Intel Architecture, help you understand the differences and similarities between processor architectures available in Android devices, teach you to create and port applications, debug existing x86 applications, offer solutions for NDK and C++ optimizations, and introduce the Intel Hardware Accelerated Execution Manager. This book provides the most useful information to help you get the job done quickly while utilizing best practices.

The first comprehensive guide to discovering and preventingattacks on the Android OS As the Android operating system continues to increase its shareof the smartphone market, smartphone hacking remains a growingthreat. Written by experts who rank among the world's foremostAndroid security researchers, this book presents vulnerabilitydiscovery, analysis, and exploitation tools for the good guys.Following a detailed explanation of how the Android OS works andits overall security architecture, the authors examine howvulnerabilities can be discovered and exploits developed forvarious system components, preparing you to defend againstthem. If you are a mobile device administrator, security researcher,Android app developer, or consultant responsible for evaluatingAndroid security, you will find this guide is essential to yourtoolbox. A crack team of leading Android security researchers explainAndroid security risks, security design and architecture, rooting,fuzz testing, and vulnerability analysis Covers Android application building blocks and security as wellas debugging and auditing Android apps Prepares mobile device administrators, security researchers,Android app developers, and security consultants to defend Androidsystems against attack Android Hacker's Handbook is the first comprehensiveresource for IT professionals charged with smartphonesecurity.

Summary AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back end. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology With AWS Lambda, you write your code and upload it to the AWS cloud. AWS Lambda responds to the events triggered by your application or your users, and automatically manages the underlying computer resources for you. Back-end tasks like analyzing a new document or processing requests from a mobile app are easy to implement. Your application is divided into small functions, leading naturally to a reactive architecture and the adoption of microservices. About the Book AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back-end. Starting with an overview of AWS Lambda, the book moves on to show you common examples and patterns that you can use to call Lambda functions from a web page or a mobile app. The second part of the book puts these smaller examples together to build larger applications. By the end, you'll be ready to create applications that take advantage of the high availability, security, performance, and scalability of AWS. What's Inside Create a simple API Create an event-driven media-sharing application Secure access to your application in the cloud Use functions from different clients like web pages or mobile apps Connect your application with external services About the Reader Requires basic knowledge of JavaScript. Some examples are also provided in Python. No AWS experience is assumed. About the Author Danilo Poccia is a technical evangelist at Amazon Web Services and a frequent speaker at public events and workshops. Table of Contents PART 1 - FIRST STEPS Running functions in the cloud Your first Lambda function Your function as a web API PART 2 - BUILDING EVENT-DRIVEN APPLICATIONS Managing security Using standalone functions Managing identities Calling functions from a client Designing an authentication service Implementing an authentication service Adding more features to the authentication service Building a media-sharing application Why event-driven? PART 3 - FROM DEVELOPMENT TO PRODUCTION Improving development and testing Automating deployment Automating infrastructure management PART 4 - USING EXTERNAL SERVICES Calling external services Receiving events from other services

Embedded AndroidPorting, Extending, and CustomizingO'Reilly Media, Inc."

What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready 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 multisensory learning experience is designed for the way your brain really works.

Computer Network Security

Sams Teach Yourself Google TV App Development in 24 Hours

Problems and Solutions for Android Developers

AWS Lambda in Action

A Hands-on Guide to Building Android Applications

The Busy Coder's Guide to Advanced Android Development

In 2004, Android was two people who wanted to build camera software. But they couldn't get investors interested. Today, Android is a large team at Google, shipping an operating system (including camera software) to over three billion devices worldwide. This is the inside story, told by the people who made it happen. "What are the essential ingredients that lead a small team to build software at the sheer scale and impact of Android? We may never fully know, but this first person account is probably the closest set of clues we have." —Dave Burke, VP of Android Engineering "Androids captures a strong picture of what the early development of Android, as well as the Android team, was like." —Dianne Hackborn, Android Framework Engineer "Androids is the engaging tale of a motley group of coders with a passion to make insanely great products who banded out the operating system when that idea seemed nuts. True to his geek genes, Chet Haase tells this remarkable tale of technical and business success from the trenches, an inspiring, massive collective effort of dozens of programmers who flipped their seemingly late timing to their advantage, and presaged a generation of platform builders. Read Androids to discover what it takes to create a hot tech team that shipped a product running today on more than 3 billion devices." —Jonathan Littman, co-author of The Entrepreneurs Faces: How Makers, Visionaries and Outsiders Succeed, and author of The Fugitive Game All profits from the book will be donated to charity.

An in-depth exploration of the inner-workings of Android: In Volume I, we take the perspective of the Power User as we delve into the foundations of Android, filesystems, partitions, boot process, native daemons and services.

A comprehensive, hands-on guide on unit testing framework for java programming language About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software testing activities in a living software project In Detail When building an application it is of utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits into the overall software development process, and sits alongside continuous integration, defect tracking, and test reporting. Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)

Build Android Apps That Are Stuningly 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 ListView's Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon 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!

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.

Embedded Android

A Brain-Friendly Guide

Pro Android 4

For Motorola XOOM, Samsung Galaxy Tab, Asus, Toshiba and Other Tablets

Learning Android Application Programming

Mobile Application Penetration Testing

Pro Android Graphics is a comprehensive goldmine of knowledge and techniques that will help you design, create, and optimize 2D graphics for use in your Android Jelly Bean applications. Android application developer and expert multimedia producer Wallace Jackson of Mind Taffy Design shows you how to leverage Android's powerful graphics APIs in conjunction with professional open source graphics design tools such as GIMP 2.8.6 and more. You'll learn about: The foundational graphics concepts behind the three core new media areas (digital imaging, digital video, and 2D animation) which relate to graphics design, and how to optimize these new media assets for your Android applications across iTVs, tablets, eReaders, game consoles, and smartphones. Digital imaging techniques for Android apps design, including graphics design layouts and graphical user interface elements, and how to use image compositing techniques to take your digital imaging to far higher levels. Advanced image compositing and blending techniques, using Android's PorterDuff, NinePatch, and LayerDrawable classes. Advanced 2D animation techniques, using Android's Animation and AnimationDrawable classes. Digital video optimization, playback, and streaming, using open source 3D (Terragen 3) and video (VirtualDub) applications, as well as professional video editing applications such as Squeeze Pro 9. You'll use these software packages with Android's VideoView and MediaPlayer classes, and add compositing to enhance your end-users' digital video experience.

Beginning Android Tablet Programming

Death Bee Comes Her

Android in Practice

A Quick-Start Guide

OpenGL ES 2 for Android