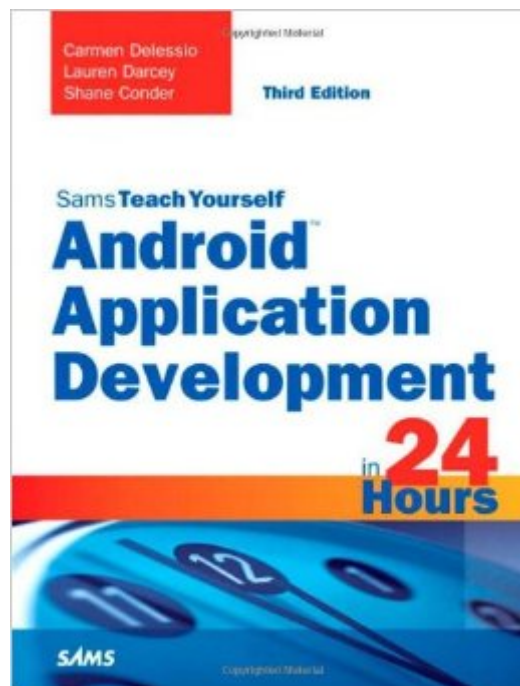# Android Application Development In 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours)

Synopsis

In just 24 sessions of one hour or less, learn how to build powerful apps for the worldâ ™s most popular mobile platform: Android 4.3. Using this bookâ ™s straightforward, step-by-step approach, youâ ™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 Androidâ ™s newest features and tools, every lesson builds on what youâ ™ve already learned, giving you a rock-solid foundation for real-world success! Â 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   Register your book at informit.com/register to gain access to the Bonus KitKat chapter online. Â Learn how toâ | Quickly set up your development environment and create Android projects Use Android layouts and fragmentsÂ 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 â œfinishing touchesâ • Package and publish apps to Google Play and other app stores

Book Information

& Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development   #308 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Handheld & Mobile Devices

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 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.

Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) Android: Android Programming And Android App Development For Beginners (Learn How To Program Android Apps, How To Develop Android Applications Through Java Programming, Android For Dummies) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Android: App Development

& Programming Guide: Learn In A Day! (Android, Rails, Ruby Programming, App Development, Android App Development, Ruby Programming) Android: Programming & App Development For Beginners (Android, Rails, Ruby Programming, App Development, Android App Development) iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) iOS 9 Application Development in 24 Hours, Sams Teach Yourself Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) Sams Teach Yourself UML in 24 Hours, Complete Starter Kit (3rd Edition) Teach Yourself VISUALLY Android Phones and Tablets (Teach Yourself VISUALLY (Tech)) Apps: Mobile App Trends in 2015 (iOS, Xcode Programming, App Development, iOS App Development, App Programming, Swift, Without Coding) ((Android, Android ... App Programming, Rails, Ruby Programming)) Android Programming BOX SET: ANDROID PROGRAMMING and ANDROID GAME PROGRAMMING - 2 Books in 1 (Second Edition) Android Tips and Tricks: Covers Android 5 and Android 6 devices (2nd Edition)