

Android™ for Programmers

An App-Driven Approach



Smartphone and Tablet Apps
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Intents • Content Providers
Events • Touches • Gestures
ActionBar • Fragments
Audio • Video • Animation
Graphics • OpenGL ES
Gallery • Media Library
Files • Serialization • SQLite
Handlers • Multithreading
Camera • Maps • Sensors
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Telephony • Bluetooth®
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Great App Design
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Android For Programmers An App Driven Approach

Harvey Deitel

Paul Deitel,Harvey Deitel

Android For Programmers An App Driven Approach Harvey Deitel:

Android for Programmers Paul Deitel, Harvey M. Deitel, Abbey Deitel, Michael Morgano, 2011-10-24 The professional programmer's Deitel guide to Android smartphone and tablet app development and the Eclipse IDE with the Android Development Tools ADT plug in Billions of apps have been downloaded from Android Market This book gives you everything you'll need to start developing great Android apps quickly and getting them published on Android Market The book uses an app driven approach each new technology is discussed in the context of 16 fully tested Android apps complete with syntax coloring code walkthroughs and sample outputs Apps you'll develop include SpotOn Game Slideshow Flag Quiz Route Tracker Favorite Twitter Searches Address Book Tip Calculator Doodlz Weather Viewer Cannon Game Voice Recorder Pizza Ordering Practical example rich coverage of Smartphone and Tablet Apps Android Development Tools ADT Plug In for Eclipse Activities Intents Content Providers GUI Components Menus Toasts Resource Files Touch and Gesture Processing Tablet Apps ActionBar and AppWidgets Tweened Animations Property Animations Camera Audio Video Graphics OpenGL ES Gallery and Media Library Access SharedPreferences Serialization SQLite Handlers and Multithreading Games Google Maps GPS Location Services Sensors Internet Enabled Apps Web Services Telephony Bluetooth Speech Synthesis and Recognition Android Market Pricing Monetization And more PLUS Register your product at www.informit.com register for additional online chapters that cover Android Ice Cream Sandwich Android 4 including a complete working Ice Cream Sandwich app

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Android 6 for Programmers Paul Deitel, Harvey Deitel, Alexander Wald, 2015-11-20 The professional programmer's Deitel guide to smartphone and tablet app development using Android M and the new Android Studio IDE Billions of apps have been downloaded from Google Play tm This book gives you everything you'll need to start developing great Android M apps quickly and getting them published on Google Play tm The book uses an app driven approach each new technology is discussed in the context of seven fully tested Android apps complete with code highlighting code walkthroughs and sample outputs Apps you'll develop include Welcome App Cannon Game Tip Calculator Doodlz Twitter Searches Flag Quiz Address Book This book presents leading edge computing technologies for professional software developers At the heart of the book is the Deitel app driven approach concepts are presented in the context of complete working Android apps rather than using code snippets The introduction and app test drives at the beginning of each chapter show one or more sample executions The apps in this book were carefully designed to introduce you to key Android features and APIs You'll quickly learn everything you need to start building Android apps beginning with a testdrive of the Doodlz app

in Chapter 1 then building your first app in Chapter 2 By the time you reach Chapter 9 you'll be ready to create your own apps for submission to Google Play and other app marketplaces You'll master the Google Play submission process including uploading your apps deciding whether to sell your apps or offer them for free and marketing them using in app advertising social media Internet public relations and more The Deitel Developer Series is designed for professional programmers The series presents focused treatments on a growing list of emerging and mature technologies including Android™ app development iOS app development Java™ C and .NET C C JavaScript Internet and web development and more Each book in the series contains the same live code teaching methodology used in the Deitels How to Program Series college textbooks most concepts are presented in the context of completely coded working apps Deitel Associates is an internationally recognized authoring and corporate training organization specializing in Android™ and iOS app development programming languages object technology and Internet and web software technology The company offers instructor led courses delivered at client sites worldwide on programming languages and platforms such as Android™ app development iOS app development Java™ Objective C C Visual Basic C C XML Python Perl object technology Internet and web programming and a growing list of additional programming and software development courses The founders of Deitel Associates Inc are Paul Deitel and Dr Harvey Deitel The company's training clients include many of the world's largest corporations government agencies branches of the military and academic institutions To learn more about Deitel Associates Inc its professional books college textbooks e books and LiveLessons video training and its worldwide Dive Into Series instructor led on site training curriculum visit www.deitel.com/training or send an email to deitel@deitel.com Join the Deitel social media communities on Facebook www.deitel.com/DeitelFan Twitter [deitel](https://twitter.com/deitel) Google™ google.com/DeitelFan LinkedIn [LinkedIn](https://www.linkedin.com/company/deitel/) DeitelLinkedIn and YouTube™ youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online newsletter www.deitel.com/newsletter [subscribe.html](http://www.deitel.com/newsletter/subscribe.html) [Android How to Program](http://www.deitel.com/Android_How_to_Program) Paul Deitel, Harvey M Deitel, Abbey Deitel, 2016-02-18 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book For courses in Android Programming Thinking like a developer from the start Created by world renowned programming instructors Paul and Harvey Deitel Android How to Program Third Edition introduces the dynamic world of Android smartphone and tablet app development with the Android Software Development Kit (SDK) the Java programming language and the rapidly evolving Android Studio Integrated Development Environment (IDE) Updated to Android 6 and Google's preferred Android Studio IDE the Third Edition presents cutting edge mobile computing technologies The Deitels App driven Approach helps readers master Android app development through eight complete working Android apps Each chapter features new concepts through a single app The authors begin with an introduction to the app followed by an app test drive showing sample executions and a technologies overview Next they present detailed steps to build the app Finally they provide a detailed code walkthrough of the app's source code discussing the programming concepts and Android

APIs used in the app The book also has an extensive introduction to programming using the Java language making it appropriate for Java courses that want to add an app programming flavor *Android for Programmers* Paul J. Deitel,2012 By the world s 1 Java programming authors and the creators of the bestselling iPhone for Programmers the application driven approach to Android brings the Deitels signature Live Code technique to Android development and teaches every new technique in the context of a real world Android App 16 complete Apps in all **Android How to Program, Third Edition** Paul Deitel,Harvey Deitel,2016 For courses in Android Programming Thinking like a developer from the start Created by world renowned programming instructors Paul and Harvey Deitel Android How to Program Third Edition introduces the dynamic world of Android smartphone and tablet app development with the Android Software Development Kit SDK the Java programming language and the rapidly evolving Android Studio Integrated Development Environment IDE Updated to Android 6 and Google s preferred Android Studio IDE the Third Edition presents cutting edge mobile computing technologies The Deitels App driven Approach helps readers master Android app development through eight complete working Android apps Each chapter features new concepts through a single app The authors begin with an introduction to the app followed by an app test drive showing sample executions and a technologies overview Next they present detailed steps to build the app Finally they provide a detailed code walkthrough of the app s source code discussing the programming concepts and Android APIs used in the app The book also has an extensive introduction to programming using the Java language making it appropriate for Java courses that want to add an app programming flavor **Swift for Programmers** Paul J. Deitel,Harvey Deitel,2015-01-16 The professional programmer s Deitel guide to Apple s new Swift programming language for the iOS and OS X platforms Written for programmers with a background in object oriented programming in a C based language like Objective C Java C or C this book applies the Deitel signature live code approach with scores of complete working real world programs to explore the new Swift language in depth The code examples feature syntax shading code highlighting rich commenting line by line code walkthroughs and live program outputs The book features thousands of lines of proven Swift code and tips that will help you build robust applications Start with an introduction to Swift using an early classes and objects approach then rapidly move on to more advanced topics When you master the material you ll be ready to build industrial strength object oriented Swift applications About This Book The Swift programming language was arguably the most significant announcement at Apple s 2014 Worldwide Developers Conference Although apps can still be developed in Objective C Apple says that Swift is its applications programming and systems programming language of the future Swift is a contemporary language with simpler syntax than Objective C Because Swift is new its designers were able to include popular programming language features from languages such as Objective C Java C Ruby Python and many others These features include automatic reference counting ARC type inference optionals String interpolation tuples closures lambdas extensions generics operator overloading functions with multiple return values switch statement enhancements and more We ve been

able to develop apps more quickly in Swift than with Objective C and the code is shorter clearer and runs faster on today's multi core architectures Swift also eliminates the possibility of many errors common in other languages making your code more robust and secure Some of these error prevention features include no implicit conversions ARC no pointers required braces around every control statement's body assignment operators that do not return values requiring initialization of all variables and constants before they're used array bounds checking automatic checking for overflow of integer calculations and more You can combine Swift and Objective C in the same app to enhance existing Objective C apps without having to rewrite all the code Your apps will easily be able to interact with the Cocoa Cocoa Touch frameworks which are largely written in Objective C You can also use the new Xcode playgrounds with Swift A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it This allows you to see and hear your code's results as you write it quickly find and fix errors and conveniently experiment with features of Swift and the Cocoa Cocoa Touch frameworks Practical Example Rich Coverage of Classes Objects Methods Properties Initializers Deinitializers Bridging Tuples Array and Dictionary Collections Structures Enumerations Closures ARC Inheritance Polymorphism Protocols Type Methods Type Properties Generics Strings and Characters Operator Overloading Operator Functions Custom Operators Subscripts Access Control Type Casting and Checking Nested Types Nested Methods Optionals Optional Chaining Extensions Xcode Playgrounds Intro to Cocoa Touch with a Fully Coded iOS 8 Tip Calculator App Overflow Operators Attributes Patterns More topics online IMPORTANT NOTE ABOUT XCODE AND SWIFT With Xcode 6.3 and Swift 1.2 Apple introduced several changes in Swift that affect the book's source code Please visit www.deitel.com/books/iOS8FP1 for updated source code The changes do not affect Xcode 6.2 users You can download Xcode 6.2 from developer.apple.com/downloads/index.action you'll have to log in with your Apple developer account to see the list of downloads Visit www.deitel.com Download code examples For information on Deitel's Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel.deitel.com Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter at deitel.com DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html [Android 6 for Programmers](#) Paul J. Deitel, Harvey Deitel, Alexander Wald, 2015-12-01 The professional programmer's Deitel guide to smartphone and tablet app development using Android 6 and Android Studio Billions of apps have been downloaded from Google Play This book gives you everything you need to start developing great apps quickly and getting them published on Google Play The book uses an app driven approach each new technology is discussed in the context of eight fully coded and tested Android apps complete with syntax shading code highlighting code walkthroughs and sample outputs Apps you'll develop include Welcome App Cannon Game Tip Calculator Weather Viewer Flag Quiz Twitter Searches Doodlz Address Book Practical Example Rich Coverage of Android 6 Android Studio Gradle Vector Asset Studio Theme Editor Material Design App

Templates and Themes AppCompat Library Android Design Support Library RecyclerView FloatingActionButton
TextInputLayout Material Design Elevation and Icons REST Web Services JSON Threading SQLite Database Android 6
Permissions Cursors Loaders ContentProviders Supporting Various Screen Sizes Resolutions Accessibility
Internationalization Activities Fragments Intents Preferences GUIs Layouts Menus Resource Files Events Touch Gesture
Processing Images Audio Graphics Animation Immersive Mode PrintHelper Google Play Store App Publishing Pricing
Marketing In App Advertising In App Billing Virtual Goods and more About This Book The first generation Android phones
were released in October 2008 As of June 2015 Android had 82 8% of the global smartphone market share compared to 13
9% for Apple and 2 6% for Microsoft <http://www.idc.com/prodserv/smartphone/os/market-share.jsp> Billions of apps have been
downloaded from Google Play and more than one billion Android devices were shipped worldwide in 2014 <http://www.cnet.com/news/android-shipments-exceed-1-billion-for-first-time-in-2014/> The opportunities for Android app developers are
enormous This book presents leading edge computing technologies for professional software developers At the heart of the
book is the Deitel app driven approach concepts are presented in the context of complete working Android apps rather than
using code snippets The introduction and app test drives at the beginning of each chapter show one or more sample
executions The book's source code is available at <http://www.deitel.com/books/AndroidFP3> The apps in this book were
carefully designed to introduce you to key Android features and APIs You'll quickly learn everything you need to start
building Android apps beginning with a test drive of the Tip Calculator app in Chapter 1 then building one new app in each of
Chapters 2 through 9 By the time you reach Chapter 10 you'll be ready to create your own apps for submission to Google
Play and other app marketplaces You'll master the Google Play submission process including uploading your apps You'll
decide whether to sell your apps or offer them for free and learn how to market them via social media and monetize them
with in app advertising in app billing virtual goods and more

Java 9 for Programmers Paul Deitel, Harvey

Deitel, 2017-05-16 The professional programmer's Deitel guide to Java 9 and the powerful Java platform Written for
programmers with a background in another high level language this book applies the Deitel signature live code approach to
teaching programming and explores the Java 9 language and APIs in depth The book presents concepts in fully tested
programs complete with code walkthroughs syntax shading code highlighting and program outputs It features hundreds of
complete Java 9 programs with thousands of lines of proven code and hundreds of software development tips that will help
you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly
move on to more advanced topics including JavaFX GUI graphics animation and video exception handling lambdas streams
functional interfaces object serialization concurrency generics generic collections database with JDBC™ and JPA and
compelling new Java 9 features such as the Java Platform Module System interactive Java with JShell for discovery
experimentation and rapid prototyping and more You'll enjoy the Deitels classic treatment of object oriented programming

and the object oriented design ATM case study including a complete Java implementation When you're finished you'll have everything you need to build industrial strength object oriented Java 9 applications New Java 9 Features Java 9's Platform Module System Interactive Java via JShell Java 9's REPL Collection Factory Methods Matcher Methods Stream Methods JavaFX Updates Using Modules in JShell Completable Future Updates Security Enhancements Private Interface Methods and many other language and API updates Core Java Features Classes Objects Encapsulation Inheritance Polymorphism Interfaces Composition vs Inheritance Programming to an Interface not an Implementation Lambdas Sequential and Parallel Streams Functional Interfaces with Default and Static Methods Immutability JavaFX GUI 2D and 3D Graphics Animation Video CSS Scene Builder Files I/O Streams XML Serialization Concurrency for Optimal Multi Core Performance JavaFX Concurrency APIs Generics and Generic Collections Recursion Database JDBC™ and JPA Keep in Touch Contact the authors at deitel.com Join the Deitel social media communities LinkedIn at bit.ly/DeitelLinkedIn Facebook at facebook.com/DeitelFan Twitter at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel Buzz e-mail newsletter at www.deitel.com/newsletter subscribe.html For source code and updates visit www.deitel.com/books/Java9FP

C# 6 for Programmers

Paul Deitel, Harvey Deitel, 2016-08-09 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book The professional programmer's Deitel guide to C# 6 and object oriented development for Windows Written for programmers with a background in high level language programming C# 6 for Programmers applies the Deitel signature live code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth Concepts are presented in the context of 170 fully coded and tested apps complete with syntax shading code highlighting code walkthroughs program outputs and hundreds of savvy software development tips Start with an introduction to C# using an early classes and objects approach then rapidly move on to more advanced topics including LINQ asynchronous programming with `async` and `await` and more You'll enjoy the treatment of object oriented programming and an object oriented design UML ATM case study including a complete C# implementation When you've mastered the book you'll be ready to start building industrial strength object oriented C# apps Paul Deitel and Harvey Deitel are the founders of Deitel PLINQ Parallel LINQ for multicore performance Asynchronous programming with `async` and `await` functional programming with lambdas delegates and immutability Files relational database with LINQ to Entities Object oriented design ATM case study with full code implementation Emphasis on performance and software engineering principles

Java SE8 for Programmers

Paul J. Deitel, Harvey Deitel, 2014-03-29 The professional programmer's Deitel guide to Java SE 7 and SE 8 Java 8 development with the powerful Java platform Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching programming and explores the Java language and Java APIs in depth The book presents concepts in the context of fully tested programs complete with syntax shading code highlighting line by line code walkthroughs and program outputs The book features hundreds of

complete Java programs with thousands of lines of proven Java code and hundreds of tips that will help you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly move on to more advanced topics including GUI graphics exception handling lambdas streams functional interfaces object serialization concurrency generics generic collections JDBC and more You'll enjoy the Deitels classic treatment of object oriented programming and the object oriented design ATM case study including a complete Java implementation When you're finished you'll have everything you need to build industrial strength object oriented Java SE 7 and SE 8 Java 8 applications Practical Example Rich Coverage of Java SE 7 and SE 8 Java 8 Lambdas Streams Functional Interfaces with Default and Static Methods Classes Objects Encapsulation Inheritance Polymorphism Interfaces Swing and JavaFX GUIs Graphics Integrated Exception Handling Files Streams Object Serialization Multithreading and Concurrency for Optimal Multi Core Performance Generics and Generic Collections Database JDBC SQL and JavaDB Using the Debugger and the API Docs Industrial Strength Object Oriented Design ATM Case Study and more Visit www.deitel.com Download code examples For information on Deitel's Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com training or write to deitel@deitel.com Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter [@deitel](https://twitter.com/deitel) Google at google.com/DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV Subscribe to the Deitel Buzz Online e-mail newsletter at www.deitel.com/newsletter subscribe.html

New Trends in Networking,

Computing, E-learning, Systems Sciences, and Engineering Khaled Elleithy, Tarek Sobh, 2014-11-27 This book includes a set of rigorously reviewed world class manuscripts addressing and detailing state of the art research projects in the areas of Computer Science Informatics and Systems Sciences and Engineering It includes selected papers from the conference proceedings of the Ninth International Joint Conferences on Computer Information and Systems Sciences and Engineering CISSE 2013 Coverage includes topics in Industrial Electronics Technology Includes chapters in the most advanced areas of Computing Informatics Systems Sciences and Engineering Accessible to a wide range of readership including professors

researchers practitioners and students **Android how to Program** Paul J. Deitel, Harvey M. Deitel, 2017 *Android App Development Fundamentals i Live-lessons Bundle* Paul Deitel, 2012 A book DVD package from the Deitels that teaches core Android programming concepts a 145 value for just 59.99 Teaches every new technique in the context of a real world Android App 16 complete Apps in all covering a broad spectrum of Android 2.x and 3.0 APIs Shows how to use Eclipse and Android Development Tools ADT for Eclipse to create, debug and deploy Apps The DVD contains more than ten hours of video training closely mapped to the book This is a book DVD bundle that includes the book *Android for Programmers* An 0132121360 9780132121361 and *Android Fundamentals LiveLessons Part I* App Driven Approach This book uses the same App Driven Approach that the Deitel's pioneered in their successful *iPhone for Programmers* book The DVD contains over ten hours of video instruction based on the chapters in the book Readers learn Android programming technologies in the context

of 16 complete working Android apps Each chapter presents one complete app which illustrates key Android 2 3 and 3 0 concepts The Apps in this book DVD bundle were carefully designed to introduce readers to key Android features and APIs Readers quickly learn everything they need to start building Android Apps But the authors cover more than just the Android APIs the authors show how to work in the Eclipse IDE with the Android Development Tools ADT plug in Readers also learn how to submit their Apps to the Android Market and other App marketplaces including how to upload Apps and whether to sell them or offer them for free and marketing them using in app advertising social media Internet public relations and more

AndroidTM for Programmers Harvey M. Deitel,Paul J. Deitel,Abbey Deitel,Michael Morgano,2011 A Video Enhanced book which contains embedded links to instructional videos from Android App Development Fundamentals I and II LiveLessons Video Training by Paul Deitel <https://ssl.safaribooksonline.com/9780132868051> The professional programmer s Deitel guide to AndroidTM smartphone and tablet app development and the Eclipse IDE with the Android Development Tools ADT plug in Billions of apps have been downloaded from Android Market This book gives you everything you ll need to start developing great Android apps quickly and getting them published on Android Market The book uses an app driven approach each new technology is discussed in the context of 16 fully tested Android apps complete with syntax coloring code walkthroughs and sample outputs Apps you ll develop include SpotOn Game Slideshow Flag Quiz Route Tracker Favorite Twitter Searches Address Book Tip Calculator Doodlz Weather Viewer Cannon Game Voice Recorder Pizza Ordering Practical example rich coverage of Smartphone and Tablet Apps Android Development Tools ADT Plug In for Eclipse Activities Intents Content Providers GUI Components Menus Toasts Resource Files Touch and Gesture Processing Tablet Apps ActionBar and AppWidgets Tweened Animations Property Animations Camera Audio Video Graphics OpenGL ES Gallery and Media Library Access SharedPreferences Serialization SQLite Handlers and Multithreading Games Google Maps GPS Location Services Sensors Internet Enabled Apps Web Services Telephony Bluetooth Speech Synthesis and Recognition Android Market Pricing Monetization And more PLUS Register your product at www.informit.com register for additional online chapters that cover Android Ice Cream Sandwich Android 4 including a complete working Ice Cream Sandwich app VISIT WWW DEITEL COM For information on Deitel s Dive Into Series instructor led programming language training courses offered at customer sites worldwide visit www.deitel.com training or write to deitel@deitel.com Download code examples Check out the growing list of programming Resource Centers Join the Deitel Twitter [@deitel](http://deitel) and Facebook www.facebook.com/DeitelFan communities To receive updates for this book subscribe to the free Deitel Buzz Online e mail newsletter at www.deitel.com/newsletter subscribe html **C for Programmers with an Introduction to C11** Paul Deitel,Harvey Deitel,2013-04-19 The professional programmer s Deitel guide to procedural programming in C through 130 working code examples Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching the C language and the C Standard Library The book presents the concepts in the context of fully

tested programs complete with syntax shading code highlighting code walkthroughs and program outputs The book features approximately 5 000 lines of proven C code and hundreds of savvy tips that will help you build robust applications Start with an introduction to C then rapidly move on to more advanced topics including building custom data structures the Standard Library select features of the new C11 standard such as multithreading to help you write high performance applications for today s multicore systems and secure C programming sections that show you how to write software that is more robust and less vulnerable You ll enjoy the Deitels classic treatment of procedural programming When you re finished you ll have everything you need to start building industrial strength C applications Practical example rich coverage of C programming fundamentals Compiling and debugging with GNU gcc and gdb and Visual C Key new C11 standard features Type generic expressions anonymous structures and unions memory alignment enhanced Unicode support _Static_assert quick_exit and at_quick_exit _Noreturn function specifier C11 headers C11 multithreading for enhanced performance on today s multicore systems Secure C Programming sections Data structures searching and sorting Order of evaluation issues preprocessor Designated initializers compound literals bool type complex numbers variable length arrays restricted pointers type generic math inline functions and more Visit www.deitel.com For information on Deitel s Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com training or write to deitel@deitel.com Download code examples To receive updates for this book subscribe to the free DEITEL BUZZ ONLINE e mail newsletter at www.deitel.com newsletter subscribe html Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter deitel LinkedIn at bit.ly/DeitelLinkedIn and Google TM at gplus.to/Deitel

Python for Programmers Paul Deitel, Harvey

Deitel, 2019-03-15 The professional programmer s Deitel guide to Python with introductory artificial intelligence case studies Written for programmers with a background in another high level language Python for Programmers uses hands on instruction to teach today s most compelling leading edge computing technologies and programming in Python one of the world s most popular and fastest growing languages Please read the Table of Contents diagram inside the front cover and the Preface for more details In the context of 500 real world examples ranging from individual snippets to 40 large scripts and full implementation case studies you ll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms After covering Python Chapters 1 5 and a few key parts of Chapters 6 7 you ll be able to handle significant portions of the hands on introductory AI case studies in Chapters 11 16 which are loaded with cool powerful contemporary examples These include natural language processing data mining Twitter for sentiment analysis cognitive computing with IBM WatsonTM supervised machine learning with classification and regression unsupervised machine learning with clustering computer vision through deep learning and convolutional neural networks deep learning with recurrent neural networks big data with Hadoop SparkTM and NoSQL databases the Internet of Things and more You ll also work directly or indirectly with cloud based services including Twitter Google TranslateTM IBM Watson Microsoft Azure

OpenMapQuest PubNub and more Features 500 hands on real world live code examples from snippets to case studies IPython code in Jupyter Notebooks Library focused Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage Control statements functions strings files JSON serialization CSV exceptions Procedural functional style and object oriented programming Collections Lists tuples dictionaries sets NumPy arrays pandas Series DataFrames Static dynamic and interactive visualizations Data experiences with real world datasets and data sources Intro to Data Science sections AI basic stats simulation animation random variables data wrangling regression AI big data and cloud data science case studies NLP data mining Twitter IBM WatsonTM machine learning deep learning computer vision Hadoop SparkTM NoSQL IoT Open source libraries NumPy pandas Matplotlib Seaborn Folium SciPy NLTK TextBlob spaCy Textatistic Tweepy scikit learn Keras and more Accompanying code examples are available here http://ptgmedia.pearsoncmg.com/imprint_downloads/informat/bookreg/9780135224335/9780135224335_examples.zip Register your product for convenient access to downloads updates and or corrections as they become available See inside book for more information

Pemrograman Android Untuk Pelajar & Mahasiswa : Belajar & Praktek Langkah Demi

Langkah Hamzan Wadi, ST, Buku pemrograman Android ini merupakan jawaban atas masih minimnya panduan belajar yang bersifat instruktif dan praktis Buku ini hadir dengan konsep belajar dan praktek langkah demi langkah Setiap materi di dalam buku ini langsung diimplementasikan melalui contoh yang dijelaskan secara bertahap atau langkah demi langkah Buku ini sangat cocok bagi pelajar mahasiswa atau kalangan umum yang ingin belajar pemrograman Android dari dasar hingga tingkat database Buku ini menyajikan pondasi yang kuat bagi pembelajar yang ingin menjadi programmer Android professional Pembahasan di dalam buku ini tidak bertele tele dan tidak teoritis Setiap pembahasan di dalam buku ini disajikan secara singkat padat dan jelas serta langsung kepada contoh yang mengimplementasikan pembahasan tersebut Pembelajar pemula yang ingin belajar melalui buku ini akan dipandu memahami setiap materi melalui contoh yang dijelaskan secara langkah demi langkah Buku ini memebahas secara detail tentang pengenalan Android dan bagaimana memulai pemrograman Android menggunakan IDE Android Studio perancangan layout antarmuka program penggunaan kontrol kontrol UI User Interface activity intent fragment pembuatan menu pada program service dan pemrograman database menggunakan SQLite

Android: How to Program, Global Edition Harvey Deitel, Paul Deitel, 2015-02-27

Android How to Program Global Edition provides a clear and entertaining App driven introduction to Android 4.3 development for both introductory and intermediate level programming courses The Deitels teach Android programming through ten complete working Android Apps Each chapter presents new concepts through a single App The authors first discuss what the App does show screen shots test drive the App and present an overview of the technologies and architecture used to build it Next the authors walk through building the App presenting complete code and providing a detailed Live Code walkthrough As part of the code walkthrough they discuss essential programming concepts and demonstrate the functionality of relevant Android 4

3 APIs Readers will gain hands on experience with a wide spectrum of essential Android APIs The book also has an extensive introduction to programming using the Java language making this book appropriate for Java courses that want to add an App programming flavour This program will provide a better teaching and learning experience for you and your students Add an App Component to your Java Course An extensive optional introduction to programming using the Java language makes this book appropriate for Java courses Motivate Students with an App driven Live Code Approach to Android 4 3 Development Concepts are presented in the context of 10 complete working Android Apps complete with syntax coloring code walkthroughs and sample outputs The full text downloaded to your computer With eBooks you can search for key concepts words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf available as a free download available online and also via the iPad and Android apps Upon purchase you ll gain instant access to this eBook Time limit The eBooks products do not have an expiry date You will continue to access your digital ebook products whilst you have your Bookshelf installed [iOS 8 for Programmers](#) Paul Deitel,Harvey M. Deitel,Abbey Deitel,2014-12-15 The professional programmer s Deitel guide to iPhone and iPad app development using iOS 8 SwiftTM Xcode 6 and Cocoa Touch This book presents leading edge computing technologies for professional software developers At the heart of the book is the Deitel app driven approach a variant of Deitel s live code approach concepts are presented in the context of complete working iOS apps rather than using code snippets The introduction and app test drives at the beginning of each chapter show one or more sample executions The book s source code is available at www.deitel.com/books/iOS8FP1 You ll quickly learn everything you need to start building iOS 8 apps beginning with a test drive of the Tip Calculator app in Chapter 1 then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift By the time you reach Chapter 9 you ll be ready to create your own apps for submission to the App Store We ll overview the submission process including uploading your apps deciding whether to sell your apps or offer them for free and marketing them using in app advertising social media Internet public relations and more

Android App Developer Paul Deitel,2016 Overview This Learning Path includes Java Fundamentals LiveLessons Part 1 and Android 6 App Development LiveLessons Part 1 and 2 Download the lesson files at [http://www.deitel.com/bookresources/androidfp3\(androidfp3_examples.zip\)](http://www.deitel.com/bookresources/androidfp3(androidfp3_examples.zip)) Prerequisites Familiarity with the basics of software development projects Description This online course is the professional programmer s guide to Java SE 7 and SE 8 development With 8 hours of instruction Java Fundamentals Part I applies the Deitel signature live code approach to teaching and explores the language and APIs in depth Concepts are presented in the context of fully tested programs The course features hundreds of complete programs with thousands of lines of proven JavaTM code along with hundreds of tips that will help you build robust applications Paul Deitel best selling author and Oracle JavaTM Champion carefully introduces you to Android app development with key Android 6 0 features and APIs You ll first learn how to install and configure Google s Android Studio IDE Using the Deitel s

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