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Android NDK

Second Edition

Discover the native side of Android and inject the power of C/C++ in your applications

Beginner's Guide

Sylvain Ratabouil

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Android Ndk Beginner Guide

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Android NDK: Beginner's Guide - Second Edition Sylvain Ratabouil,2015-04-28 Are you an Android Java programmer who needs more performance Are you a C C developer who doesn t want to bother with the complexity of Java and its out of control garbage collector Do you want to create fast intensive multimedia applications or games If you ve answered yes to any of these questions then this book is for you With some general knowledge of C C development you will be able to dive headfirst into native Android development

Android Ndk Beginner's Guide - Second Edition Sylvain Ratabouil,2015-05-04 Android NDK is all about injecting high performance into your apps This book will show you how to create C C enabled applications and integrate them with Java You will learn how to access native API and port libraries used in some of the most successful Android applications Using this practical step by step tutorial highlighted with comments and tricks discover how to run C C code embedded in a Java application or in a standalone application

Cocos2d-x by Example: Beginner's Guide - Second Edition Roger Engelbert,2015-03-26 If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores this is the book for you Some knowledge of C or Java is helpful but not necessary

Rhomobile Beginner's Guide Abhishek Nalwaya,2011-07-26 Part of Packt s Beginner s Guide series this book is packed full of practical examples and screenshots to make building your application straightforward and fun Whether you have prior experience of developing mobile applications or this is your first venture all newcomers to Rhomobile will be able to quickly develop their own mobile application This book is accessible for people who are completely new to Ruby though having prior knowledge of it would be a huge advantage

Android Wearable Programming Steven F. Daniel,2015-07-30 This book will introduce you to the very popular Android Wear platform with hands on instructions for building Android Wear applications You will start with an introduction to the architecture of Android followed by an in depth look at the design of Android applications and user interfaces using Android Studio You will see how to create basic and custom notifications for your apps and synchronize data from the wearable device with the handheld mobile device More advanced topics such as intents the Gradle build configuration and the implementation of build variants and packaging and deploying from a single project code base are also covered By the end of this book you will have a good understanding of wearable programming and be confident enough to write programs for building Android applications that run on Android Wear

Frontiers of Energy and Environmental Engineering Wen-Pei Sung,Jimmy C.M. Kao,Ran Chen,2012-11-23 Frontiers of Energy and Environmental Engineering brings together 192 peer reviewed papers presented at the 2012 International Conference on

Frontiers of Energy and Environment Engineering held in Hong Kong December 11 13 2012 The aim of the conference was to provide a platform for researchers engineers and academics as well as industry profes

Unity 5 for Android Essentials Valera Cogut,2015-08-05 A fast paced guide to building impressive games and applications for Android devices with Unity 5 About This Book Design beautiful effects animations physical behaviors and other different real world features

for your Android games and applications Optimize your project and any other real world projects for Android devices Follows a tutorial based approach to learning the best practices for accessing Android functionality rendering high end graphics and expanding your project using Asset Bundles Who This Book Is For This book is perfect for competent Unity developers who want to learn how to develop optimize and publish games for Android devices in a quick and easy manner This book assumes basic knowledge of game design concepts and or some experience with other game technologies such as Unreal Engine 4 CryEngine or GameMaker What You Will Learn Discover tips and tricks to optimize Unity scripts Create Java and native C plugins for the Android platform Access Android features and sensors inside the Unity 5 engine Render high quality graphics and optimize Cg shaders Play Legacy and Mecanim animations in Unity 5 Download new assets and code behavior while your game is running on an Android device in order to expand your game in real time Debug your games and applications on Android devices using the Unity Profiler tool In Detail Unity is a very popular and effective technology for creating 2D and 3D games and applications The Unity rendering engine provides great real time rendering of high quality graphics without too much cost and effort It boasts industry leading multi platform support and world class monetization and retention services for mobile games making it the first choice for many game developers across the world Unity 5 is a great starting point for game developers looking to develop stunning and robust games Starting with a refresher on the basics of Unity 5 this book will take you all the way through to creating your first custom game By the end of the book you will understand how to work with all the aspects of Unity 5 You will quickly explore all the major key features of the Unity 5 engine and learn to implement real world Android game and application features in practice We begin by introducing how to set up the Android SDK on Windows and Mac OS X and configure Unity 5 settings for the Android platform As you progress through the chapters you will learn to implement innovative and user friendly features with the aid of real world examples You will explore how to render high quality graphics with physically based shaders and global illumination to enhance your project s performance Building on this you will then learn to transform your native C and JavaScript code into Unity scripts Best practices to improve your Android games will also be discussed to help you create games fast and efficiently Finally putting together all these concepts you will learn to create your own Android game from scratch This book will teach you how to harness the benefits of different tools to become proficient at game design and development processes Style and approach This book is a simple and fast paced guide that helps you through the process of creating real world Android games and applications with the Unity engine using step by step and practical examples that progressively build upon each other

[The Beginner's Guide to Android Game Development](#) James S. Cho, 2014 Android Game Development Made Easy If you ve always wanted to make Android games but didn t know where to start this book is for you Whether you are an absolute beginner with no programming experience or an experienced Java developer wanting to get started with game development this comprehensive book will help you accomplish your goals and teach you how to build your own games from scratch no

game engines needed In this beginner friendly guide you will find focused step by step approaches designed to help you learn and practice one fundamental concept at a time You will study Java and write object oriented applications You will experiment with the building blocks of Android and create fun interactive 2D games with touch controls You will even learn how to integrate social features such as a global leaderboard and publish your game to be shared with the billion Android users across the world This book provides access to an extensive library of sample Java and Android game projects via its companion website so that you can continue learning on your own and grow as a game programmer With this up to date guide in your hand you will be able to successfully navigate common pitfalls and get up and running with your own projects in no time Tested on Android Lollipop All the code in the book has been tested on the Android Lollipop SDK 5 0 and is available under the open source MIT license at the book s companion site Table of Contents Unit 1 Java Basics Chapter 1 The Fundamentals of Programming Chapter 2 Beginning Java Chapter 3 Designing Better Objects Unit 2 Java Game Development Chapter 4 Laying the Foundations Chapter 5 Keeping It Simple Chapter 6 The Next Level Unit 3 Android Game Development Chapter 7 Beginning Android Development Chapter 8 The Android Game Framework Chapter 9 Building the Game Unit 4 Finishing Touches Chapter 10 Releasing Your Game Chapter 11 Continuing the Journey [Android Native Development Kit Cookbook](#) Feipeng Liu,2013-03-26 This book is written in a Cookbook style beginning with recipes which focus on helping developers make their software application available in Android Android developers who want to learn Android NDK programming or develop multimedia and games in Android NDK will benefit from this book [Beginner's Guide to Android App Development](#) Serhan Yamacli,2017-06-30 This book covers Android app design fundamentals in Android Studio using Java programming language The author assumes you have no experience in app development The book starts with the installation of the required development environment and setting up the emulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Java programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Java lecture 7 complete Android apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Java code and testing the app on emulators and real devices The last chapter explains the installation of the Unity game engine developing a simple 2D platform game in Unity setting up touch controls for Android environment and exporting the game as a standalone apk file ready to be installed on Android devices Sample apps developed in this book are as follows 1 Headlight app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple dice roller app Using random number generator functions including images in your project displaying images on the screen and changing the displayed image programmatically 4 The compass app Accessing the magnetic field sensor setting required permissions extracting the

direction angle and animating a compass figure 5 Show my location app Creating a map project setting required permissions accessing GPS device and showing real time location on the map 6 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Development of a 2D platform game Installing Unity game engine developing the visual part of the game implementing the game logic in the code setting up touch controls and exporting the game as a standalone apk file This book includes 237 figures and 130 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be downloaded from the book's companion website www.yamaclis.com/android

Android for Beginners Pratiyush Guleria, 2019-09-20 Build Android apps starting from zero programming experience

DESCRIPTION The book has been written in such a way that the concepts are explained in detail giving adequate emphasis on examples To make clarity of the programming examples logic is explained properly as well as discussed using comments in program itself The book covers the topics right from the Introduction of the Android Studio and writing programs into it The Android topics are discussed in detail taking into consideration the practical examples from simple to complex for the better understanding of students Various sample practical exercises are included in the Book and their solutions so as to give students the basic idea of developing apps in Android The examples given in book are user focused and have been highly updated including topics figures and examples The book features more on practical approach with more examples covering topics from simple to complex one addressing many of the core concepts required at the beginner level

KEY FEATURES Comprehensive coverage of Android lying more stress on examples The book covers the topics in simple and easy form taking practical examples in each topic Simple language crystal clear approach straight forward comprehensible presentation Adopting user friendly classroom lecture style The concepts are duly supported by several examples The book cover the topics in a manner which fulfilled the skill gap among industry and academia

WHAT WILL YOU LEARN Toasts Activity Dialogs Intent Android Life Cycle Menus Asynchronous Task Recycler view Broadcast Receiver and Notification Shared Preferences Sqlite Database Alarm Manager Android Services Testing Activity Publishing App

WHO THIS BOOK IS FOR Students pursuing BE BSc ME MSc BTech MTech in Computer Science

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Android Upskill Publishing, 2016-06-18 Learn to Program Android Apps in Less Than 24 Hours This Book Android Programming Android App Development teaches you everything you need to become an Android App Developer from scratch This book explains How You Can Get Started with Android App Programming by explaining the System Software Requirements Creating the environment for Java Android Studio Android SDK Manager Most Importantly This Book Guides You In Learning Your First Android App Development Want to learn an exciting Android App Want to learn the history of

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scenes Android Studio should be perceived simply as a canvas where you write edit and save your projects and files that make up those projects At the same time Android Studio will give you access to the Android Software Development Kit which acts as an extension to the Java or Kotlin code that allows it to run smoothly on Android devices and take advantage of the native hardware With Mastering Android Studio you will learn the latest and most productive tools in the Android tools ecosystem and the best practices for Android app development Whether you are a beginner or an advanced learner with this guide you can study or refresh your knowledge about the history of the Android platform and its main characteristics and advantages As a reader you will come across concepts that deal with installing and setting up the development environment in detail by following simple instructions and examples And once you master installation and configuration processes you will be able to find out more about Gradle Build Scripts and Android Studio Projects This book serves as a complete guide to exploring Android Studio expanding your knowledge and experience that will only benefit you throughout your career as a developer Thus whether you are just starting out or are already familiar with the Android operating system there is no better time than now to improve your Android skills and start looking for new life opportunities With the help of this Mastering title you can turn your original and imaginative application ideas into real world practical applications You can create Android games applications for your resources applications for your productivity or anything else that you want Learn more about our other Mastering titles at <https://www.routledge.com> Mastering Computer Science book series MCS *Pro Android C++ with the NDK* Onur Cinar, 2013-02-02 Android is one of the major players in the mobile phone market Android is a mobile platform that is built on the top of Linux operating system The native code support on Android offers endless opportunities to application developers not limited the functionality that is provided by Android framework Pro Android C with the NDK is an advanced tutorial and professional reference for today's more sophisticated app developers now porting developing or employing C and other native code to integrate into the Android platform to run sophisticated native apps and better performing apps in general Using a game app case study this book explores tools for troubleshooting debugging analyzing memory issues unit testing unit test code coverage performance measurement on native applications as well as integrating the Android NDK toolchain into existing Autoconf Makefile CMake or JAM based build systems Pro Android C with the NDK also covers the following The Android platform and getting up to speed with the Android NDK and exploring the APIs that are provided in native space An overview of Java Native Interface JNI and auto generating JNI code through Simplified Wrapper and Interface Generator SWIG An introduction to Bionic API native networking native multithreading and the C Standard Template Library STL support Native graphics and sound using JNI Graphics OpenGL ES and OpenSL ES Debugging and troubleshooting native applications using Logging GNU Debugger GDB Eclipse Debugger Valgrind strace and other tools Profiling native code using GProf to identify performance bottlenecks and NEON SIMD optimization from an advanced perspective with tips and recommendations [Android Programming For Beginners](#) Joseph Joyner, 2015-02-10 Mobile

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