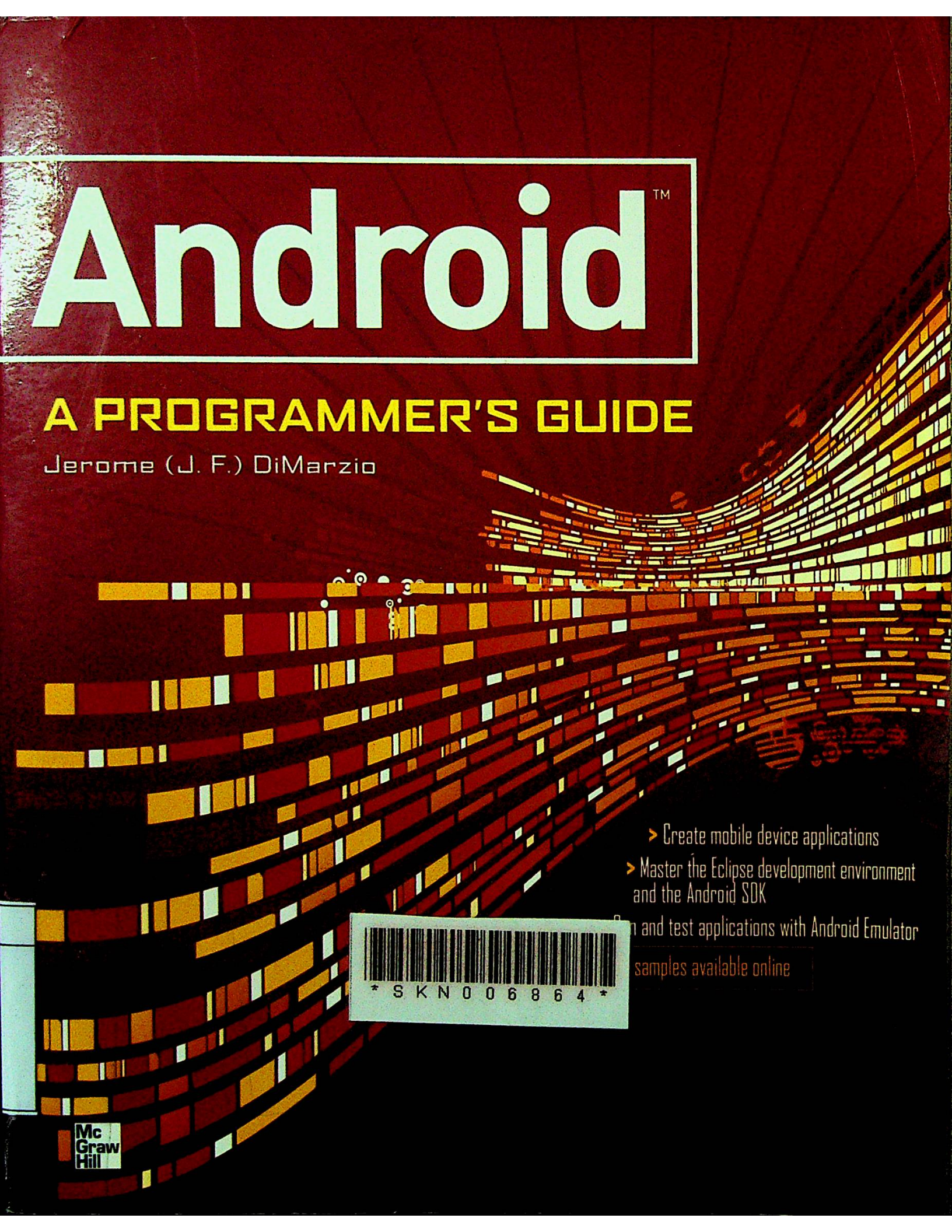
Android™

A PROGRAMMER'S GUIDE

Jerome (J. F.) DiMarzio



- Create mobile device applications
- Master the Eclipse development environment and the Android SDK
- n and test applications with Android Emulator

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A Programmer's Guide

J.F. DiMarzio

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Master the Android™ mobile development platform

Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-source software development platform. *Android: A Programmer's Guide* shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite.

- Install and configure Java, Eclipse, and Android plugin
- Create Android projects from the Eclipse UI or command line
- Integrate web content, images, galleries, and sounds
- Deploy menus, progress bars, and auto-complete functions
- Trigger actions using Android Intents, Filters, and Receivers
- Implement GPS, Google Maps, Google Earth, and GTalk
- Build interactive SQLite databases, calendars, and notepads
- Test applications using the Android Emulator and Debug Bridge

Download code samples at
www.mhprofessional.com/computing/downloads

Jerome (J. F.) DiMarzio is a senior web developer with a leading academic development firm. He works in VB.NET, C#, ASP.NET, Java, and many other languages.

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