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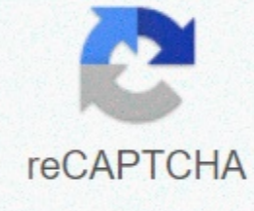**Continue**

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When choosing one of the best books for Android app development, the possibilities for your future app are endless. Just be sure to read our guide to make money with app development if you want to make quick money. Courtesy of Amazon Big Nerd Ranch built its reputation on running intensive boot camps for developers, and the company has packaged that experience into a small range of programming guides. With a focus on practical techniques and approaches, Android Programming does not require a previous Android development experience. It assumes a reasonable level of pre-existing Java knowledge, however, so it can focus fully on the Elements. The company also offers a Java programming guide, for those who are new to the subject. Using Android Studio, the book explains concepts through a series of sample apps that expand and improve in each chapter. Code is explained line by line, both in terms of what happens, and why it approached in that particular way. It's a large, detailed book, partly because of the many screenshots and code strings used to explain each section. With special attention paid to basic and mid-range concepts, if you're a Java programmer new to Android development, this Big Nerd Ranch guide is the one that goes for. Neil Smyth's Android Studio 3.0 Development Essentials is a great all-round introduction to creating Android apps, its 700+ pages that cover almost everything you need to know. From the development environment to architecture and design, printing and database management to multimedia aspects and more, the book (fully updated for Android 8 and Android Studio 3) discusses everything in detail and provides a strong knowledge base to build on in the future. With plenty of code samples and descriptions, the guide is intended for those who already have at least some programming experience in Java. Particularly strong on the configuration and use of Android Studio, including setting up virtual test devices, it also covers things like map implementation and submitting apps to the Play store that are often poorly covered in other guides. Overall, it is the ideal one-stop shop for budding Android developers. Head First takes an unusual approach with its guides. With a strong focus on images and colloquial language rather than dry, text-heavy tomes, the aim is to help readers learn, understand and retain new concepts. The company's Android Development is no exception, full of charts, flowcharts and comments to reinforce what is covered. Redundancy is an important part of Head First's approach, with key ing materials being referenced multiple times in a variety of ways to help it hold on. All these images and repetition make this a huge book — at over 900 pages, it can seem daunting at first glance and is intended as a complete classroom replacement rather than a quick reference guide. You need a good working knowledge of Java, but don't already need to be an expert. Practical exercises abound, and homework is set at the end of each chapter. These are key aspects of the guide's approach – you will rarely find yourself just reading the material and moving on. If you are a visual learner, or otherwise struggling to retain information when presented as a dense wall of text, head first Android development will be a welcome change of pace. Whether you consider yourself a talented primate or not, Antonis Tsagari's Android development for talented primates is an interesting option. Often use strong language and fearless to express an opinion, suggests his guide as an alternative to dry, humorless, life-sucking coding books [...] written by a one Aimed at beginners, this comparativecard and inexpensive book requires only a basic level of experience with Java or similar programming languages to get started. Available in printed or ebook form, it takes the reader through Android development from the absolute basics to finishing your first application. Along the way, learn how to set up your Android Studio development environment, create an interactive user interface with XML, get different Android components to communicate with each other, and more. If you're easily offended, you might want to look at one of the other Android development guides – but if not, this is an entertaining and useful place to start. Rather than trying to be a complete Android development tutorial, Android Cookbook focuses on providing quick answers to common problems. With over 230 recipes for things like user interface, multimedia and location services, plus dealing with hardware-specific aspects like cameras and sensors, the guide focuses on those who are already reasonably familiar with developing for Android devices. Some 40 developers contributed to the book, and it benefits from the wide range of perspectives and experiences. Each recipe comes with sample code that you can use in your own projects, either an excerpt or a complete workable solution appropriately. Because it's designed to be dipped in and out of based on your current needs, the book size (700+ pages) won't be overwhelming. If you're looking for simple answers to gnarled Android development problems, this cookbook deserves a place on your desktop. Since Google announced full support for the Kotlin programming language within Android Studio, it has quickly become the next big thing in Android development circles. Interoperable with Java in many ways, even more concise to write with dozens of useful new features, many existing Android encoders are making the switch. Big Nerd Ranch has written a definitive book on coding in version 1.2 of this relatively new language, using the same practical approach as in its other books and well respected boot camps. The guide is aimed at experienced Java developers who want to learn Kotlin and covers all key concepts and APIs in the language, as well as the IDEA development environment. Based on first principles, then delving deep into the language's mix of object-oriented and functional programming methods, it's the ideal way to get started with Kotlin, both for Android and other platforms. The author of Practical Android is an experienced Android instructor, and this guide pulls on some of his most popular course content. Each chapter builds on a specific concept, from connection to push notifications,

and dives into the best way to implement it in your own apps. With at least one complete project in each chapter, it's easy to follow even complex topics like lazy loading or managing Android audio APIs, and use any parts of the sample code than is is Explain why and how, the author supports up his own methods with links to relevant material elsewhere. It is expected that those who use the book will already be well familiar with Java and have previous experience developing in Android — this is not a step-by-step guide for beginners. Courtesy of Commonsware Like everything else in the technology world, Android development is moving fast, and printed books eventually become obsolete. Mark Murphy's Busy Coder's Guide to Android Development gets around this problem via a subscription-based ebook model. Buyers get the latest version of the book, plus six months of updates, with new versions coming out every two months. Coming in on a mammoth 200+ chapter, 4,000+ pages, hundreds of sample apps, plus visual presentations on Android app development topics, no stone left unturned. The book's core chapter covers the basics of setting up a development environment, user interface, data management, and more, before branching out into tracks covering dozens of advanced topics designed to be read as needed. In addition to the book itself, buyers can ask questions of the author during business hours chatting weekly. If you don't need a physical book to read, The Busy Coder's Guide to Android Development is the most comprehensive and up-to-date resource available. Available.