

ANDROID DEVELOPMENT

CHAPTER 1

The Big Picture

- 1.1 Android Introduction
- 1.2 What is Android?
- 1.3 Features of Android
- 1.4 The Android Platform
- 1.5 Android Development Environment
- 1.6 Android Application Fundamentals
- 1.7 Understanding the Android Manifest

CHAPTER 2

User Interface Layouts and Events

- 2.1 Creating an Activity
- 2.2 Creating a Service
- 2.3 Views and ViewGroups
- 2.4 Text Manipulation
- 2.5 Creating other widgets: from buttons to seekbars
- 2.6 Using Resources
- 2.7 User Interface Events
- 2.8 Building Menus
- 2.9 Utilizing the Search Key
- 2.10 Reacting to Touch Events
- 2.11 Listening to Fling Gestures
- 2.12 Using Multi Touch

CHAPTER 3

Menus and Dialogs

- 3.1 Creating Menu – Programmatically and Inflating
- 3.2 XML Resources
- 3.3 Context Menu
- 3.4 Pop Up Menu
- 3.5 Creating Dialog
- 3.6 Time and Date Picker Dialog

CHAPTER 4

Data Storage Methods

- 4.1 Storage
- 4.2 Using the File System
- 4.3 File as Raw Resources
- 4.4 Persisting Data to a Database

- 4.5 Database and Data Model
- 4.6 User Interface
- 4.7 Content Provider

CHAPTER 5 Notification and Alarms

- 5.1 Introducing Toast
- 5.2 Introducing Notifications
- 5.3 Introducing Alarms

CHAPTER 6 Telephony

- 6.1 Accessing Telephony Information
- 6.2 Accessing the Telephony Manager
- 6.3 Getting Network Details
- 6.4 Getting SIM Details
- 6.5 Interacting with the Phone

CHAPTER 7 Multimedia

- 7.1 Images
- 7.2 Audio
- 7.3 Video

CHAPTER 8 Location and Location Manager

- 8.1 Using Location Manager and Location Provider
- 8.2 Simulating your Location within the Emulator
- 8.3 Creating Android Project
- 8.4 Enabling Google Maps for your Application
- 8.5 Getting the Maps API Key
- 8.6 Converting Places and Addresses with Geocoder

CHAPTER 9 Graphics and Animation

- 9.1 Graphics in Android
- 9.2 Creating Animationns
- 9.3 Introduction to OpenGL ES for Animation in Android