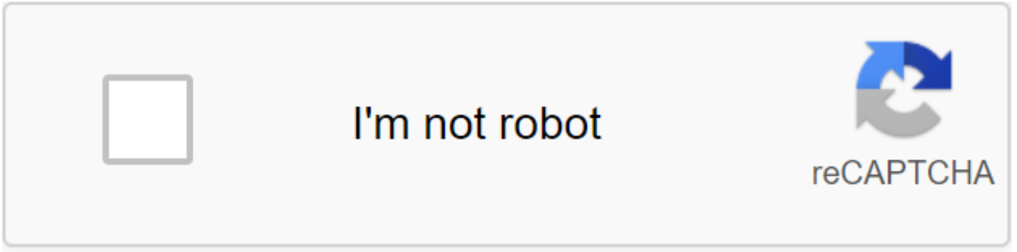
Android app development tutorial for beginners



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DescriptionVant to get the iOS app in the App Store? That's where you start. Immersing yourself in the true nature of application development, from concept to publication, this course will not only provide the basics of iOS coding, but will teach you how to market in the lucrative app development industry. You will learn how to create passive income through your applications, and gain an advantage in a competitive professional market. Access to 43 lectures and 5 hours of content 24/7 Learn the iOS development process, from a complete newbie to the publication of the App Store Create your own wildly popular apps Become a developer Apple Set to Apple Development Certificates Send app to Apple to review the market yourself through your iOS app list Of Skills Development in iOS app Graphic Design and User Experience Grant Klimaytys is an app developer, author and eCourse teacher. He is obsessed with breaking down hard to understand principles so students can learn quickly and easily! Details - Requirements Time users can access this course: lifetime access options: web streaming, mobile streaming certification completion not included maturity: Redeem the code within 30 days of the purchase Experience level required: all levels of CompatibilityInternet required Xcode required (download) Terms of inappropriate license can be returned to store the loan within 30 days of purchase. Once your license is repaid, all sales are final. If only 100 people lived on Earth, 76 of them would use Android and 20 would use iOS (let's ignore these 4 eccentric people with Windows and Blackberry smartphones). However, given only American users, the paradigm is changing: now 65 people out of this hundred are fans of iOS. The popularity of the operating system in this region is just one of many factors that go into deciding which platform to choose for your mobile app. Ideally, of course, we want to create applications that give access to all mobile users, regardless of their principles, brand loyalty or even financial position. But, when it comes to native development, you usually have to start with one. Join us to review the development of Android mobile devices and find out what benefits and challenges await you when choosing Google instead of Apple. Start. The history of AndroidDo do you remember before the smartphone era? We expect that you don't need a time machine to remember what mobility was like in 2006. At the time, Windows, Symbian and Blackberry were slowly supplying so-called pocket personal computers to the mobile market - clumsy, unattractive, enabled with a physical WERTY keyboard, and sometimes even a stylus. Maybe you had one of them. Early focused solely on performance. Consequently, there was one problem that haunts the minds of hardware and software vendors: how to fit more into one of this tiny device?. They were fine. We had Twitter and email, mail, browser, Microsoft Word, and many other convenient features, but the websites were not responsive, the mobile Internet was slow, and people were still used to sit on their full-size PC for a task that took more than five minutes. In principle, usability was not considered at all - along with the freedom of developers. It was a restrictive world to work in.6, the HTC Dream runs on Android 1.6, 2008 When the first Android device, the T-Mobile G1 (aka HTC Dream), came to market, the world wasn't even used to touch screens. But the first consumer Android phone already had the integration of Google services, built-in GPS, scaling web pages and an early Android Market (only 35 apps). The creator of Google and Android, Inc. Andy Rubin saw the future of mobile devices in software and the Internet - they planned to create and freely distribute services that will connect people on the Internet and enter the next generation of mobile devices. Android development starter packNative development for Android devices consists of this basic tool: SDK, IDEs, programming languages, libraries and plugins. Let's see what products you can use to form your own stack of technologies. Software development kit. SDK is a toolkit that includes the program being implemented. This includes documentation, eggers, emulators, frameworks, libraries, profilers, and more. Android SDK is already included in Android Studio, but if you want to use another IDE, you can download it separately at the bottom of the linked page. Editors and IDEs. In theory, you can write Android apps in a regular text editor or command line, but the overall approach is to use an integrated development environment. This tool integrates all SDK tools and helps you manage them more easily and comfortably. Android Studio is the official Android IDE, but other options are also popular. Eclipse is a forerunner of a studio that can use plugins to expand code in a larger language. IntelliJ IDEA is a paid but very customizable option. Programming languages. Java and Kotlin are listed as the official languages for Android programming, but there are alternatives. You can also use C and C' with Android Native Development Kit, a tool to implement parts of a previously written app in your native code. There are also third-party tools that allow you to create native Android apps using your favorite languages, such as Ruboto (Ruby) or Kivy (Python). Just remember that any informal decisions will lag behind in terms of updates. Library. Software developers use libraries for all kinds of tasks. These are fragments of pre-written code that automate programmer and eliminate the need to reinvent the wheel. The Android community is generous about such free solutions. The most popular of these are GSON for serialization and de-activization of Java objects to communicate with API, Retrofit for API and EventBus for easy communication between the various elements of the app. To set up all of these settings and organize the process of adding external libraries, developers use a tool called Gradle.Plugins. While libraries are used to automate project tasks, plugins are created to increase each IDE tool in our case. We can't list them all, so check out this collection of Android Studio plugins and curated the Eclipse plug-in list at BestPlugins.com.If you're looking for more sophisticated solutions to improve your coding experience, visit this popular article for the top 20 tools to develop Android. Pros of the development of Android When you talk about what Android is doing well, you can not avoid comparison with your partner in the duopoly - Apple. Let's analyze how Android is beneficial to developers and where it beats or links with iOS. When sharing similar guidelines, Google and Apple have a different approach to quality assurance. The App Store approval process can be tedious and demanding, but Google's review system favors almost everyone if you don't violate its core content policies. Apple, however, evaluates the application more strictly - there are bugs, crashes, user interface inconsistencies, and broken system links won't accept your app. The same goes for fairly subjective criteria - not solid value - where your niche or content weak application will be judged by usefulness. While careful reviews are inherently not bad, they mean that developers must first spend thousands of dollars at the risk of being denied the platform. Google's openness to new content allows you to release a minimal viable product or an early version of your app to gather feedback or give your Kickstarter audience a sneak peek. Android development is being developed in Java, which makes the process cross-platform. Android Studio, Eclipse, IntelliJ IDEA, Fabric and many other Android development tools can be used and downloaded on Windows, Mac OS and Linux. Creating apps for iOS requires using a Mac or a virtual machine. The first of them has been a favorite language for two decades and in 2018 it is named the 5th most popular technology. Java is an object-oriented cross-platform language that is used everywhere from fintech startups to data analytics initiatives. Web, desktop, mobile, IoT products - all of this can be powered by Java, which are the pros and cons we recently explored in a separate blog. The popularity of Java will make it easy for you to find qualified Android developers in the market or even your technical team. As for Kotlin, this is another highly rated technology. It's not really a language per se, but rather a new Java-based coding approach. It takes all the complexity and verbiage from Java and makes the whole application writing process faster and more enjoyable. Any Java developer can master Kotlin in time, but it's not necessary if you don't have a little extra time to invest in moving on to a new process. Another good thing is that Jotlin and Kava (see what we did here?) are fully compatible and can be freely used at the same time. Introduction to Kotlin (Google I/O '17) Makes sense to note that Java and Kotlin are not the only - albeit official - options. Android Studio, for example, also supports C and C. Both of them are more complex than Java, but can be convenient in some cases, such as gaming apps. In addition, if you consider cross-platform tools, the language pool is even bigger - there is C- in Xamarin, JavaScript in PhoneGap, and Dart in Flutter. Aside from the huge amount of information on the Internet, Google offers its own training of Android developers for beginners, experienced engineers, and even special cases that require deeper knowledge. The materials are well structured, enabled with graphics, animation and video explainer, along with some interactive exercises. At the moment, the training includes three streams: Android Dev Basics, Kotlin boot camp, and native apps with Flutter.Besides, programmers can get official certification of Google developers. A one-time exam costs $149, takes 8 hours to complete, and tests a person's practical knowledge based on self-learning materials provided by Google. While cross-platform tools have been popular in the market for some time, Google offers its own take on the growing demand for write-one-once-run-anywhere programming style. Flutter iOS and Android StructureIn while not without some flaws, as we proved in this Xamarin vs. Flutter comparison, Flutter offers some interesting features that make Android development easier and smoother. For example, the tool has a built-in material design library that eliminates the need to write user interface code when you just want to achieve a standard google look. It's also fully integrated with Android Studio and IntelliJ, allowing you to continue to work with tools you already know and love. You can also use your existing Java code so that your home apps can be easily transported to the Flutter environment. While there are many cross-platform tools out there, Android developers should take a closer look at Flutter and what she can bring to the table. Aside from Kotlin, Google has introduced Instant Apps - native apps that can be launched directly from Google Play without downloading. Like progressive web apps, they are faster, easier to access, and attract apps that can give access to limited full service functionality or give users a preview of the paid app. How Do Instant Apps Show Up for Users Source: Android DevelopersWhat's So Good About Instant Apps? They are a positive response to fatigue applicationsThe increase engagement and do not cost users anythingThey're easily accessible and can be launched through linkThey to provide another entry point for usersTechnically, there are no restrictions for instant applications. By simply clicking the Try Now button on the store page, users can sign up, make purchases and access all the content - only the publisher can set limits. The creation process is also simple - you write a regular application as usual and just do multiple configurations to customize the user experience during publication. Google, the crown prince of mobile VR, already has two headsets - cheap cardboard and serious Daydream, and, in a true ecosystem manner, you can develop apps for these devices using the same Android Studio and Android SDK. The only addition will be Google VR SDK, but given the technical stacks for other devices, it is by far the most accessible for an experienced Android programmer. The publishing platform for VR apps is also the same - you can download the ready-to-release APK in Google Play or make it discover in the Daydream app. The interface of Daydream VRI development Android does not stop there. The technology allows you to use the same tool to create applications for different products. This ecosystem includes:Android TV. This is an Android version that serves as an entertainment platform built into many TVs and video streaming devices. Aside from functioning like any other smart TV with integrated YouTube and Netflix, Android TV also has a built-in Google Assistant, curated video content, Google Play apps, voice search and more. By developing apps for large TV screens, you can not only provide a different platform for your users to interact with your product, but also expand the functionality of the service. Wear OS. Wearable Android apps, developed using the same Android SDK, work on smart watches from Asus, Huawei, LG, Samsung, Sony and others. With knowledge in the development of Android mobile apps, programmers can create wearable software and watch faces - dynamic screens that include animation and contextual such as smartphone widgets. Android Android This marriage of classic GOOGLE GPS navigators and services allows developers to access users' cars through certain APIs - in the form of a user interface on the dash console. Currently, the service only supports audio and messaging apps, but the platform is expected to pave the way for more connectivity with access to vehicle sensors and data. Android Things. This platform allows engineers to create applications for low-power IoT devices such as cameras or smart speakers. Providers such as JBL, Lenovo and LG have developed their products using the Things system. Chrome OS devices. Any android app can be optimized for use on Chromebooks, the first and only devices running on Chrome OS. While the overall logic and interfaces are the same, some aspects such as resizable and free-form windows applications need to be rewritten. You can also customize apps to make sure the content looks organic on the big screen, as well as change the orientation of the interface. Cons android-developmentYY will soon see that the main problems with the development of Android laugh at some of its characteristics, which can also be considered benefits. Let's see what they are.- Android users are spending the habitUmemenous research will tell you that Apple users spend a lot more on their apps than Android enthusiasts. Statista claims that the App Store accounts for more than 60 percent of all mobile spending, while Google Play lags behind with just over 30 percent. The staggering difference between app downloads and consumer apps is the source: StatistaNot is not only about downloading apps, but also about in-app purchases. The reasons for this may be one or more of the following: the irresistible number of Google Play apps leads to a long list of alternatives for paid or free programs. Users can simply find more free apps similar to paidandroid and iOS share a different demographic. Most Apple fans are in North America, Australia and Northern Europe, while Android is popular in low-income countriesIn the long adoption process, Apple is welcominging apps with poor user experience. Thus, better apps reach the top cards of the App Store, encouraging users to pay for Many Android apps that may be error-prone due to the large number of devices and active users of older operating systems on the market. Developers have to spend more time carefully testing applications on all models, which is often impossible. We'll talk about it further. For the developer, all this means that you have to look for additional monetize apps that are not based on traditional app purchases. And since we're talking about competitors, Google Play isn't the only store that distributes Android apps. The Amazon App Store allows you to share the same apps for Kindle Fire Tablet and Fire TV, and the platform currently has about 400K of apps available. In addition, there is Store Galaxy Apps, which offers special discounts for owners of Galaxy smartphones. If you plan to cover the full mobile market, it makes sense to explore distribution on these and other platforms.- Security issues, although the nature of Open Source Android is a blessing to developers, it can also be a curse. While malware and hacks target millions of Android users almost weekly, Google is quickly releasing security patches. Unfortunately, most people don't update their phones regularly. This means that app developers often have to take care of user data themselves by conducting complex encryption, including additional security features, or avoid entering personal data altogether.- Fragmentation of acceptance osscertization for Android is a big, thick con. According to Google's own 2018 report, most Android devices still run on Lollipop, Marshmallow and Nougat operating systems from 2014, 2015 and 2016, respectively. The most popular version of Android OS Is currently the differentiation problem comes from various OEMs (original hardware manufacturers) who create their own skin, making devices running on the same version of Android look so different. Not only does it represent another layer of updates, but it also leads to changes in functionality that can affect your app on all smartphones. Sony and Samsung are the biggest offenders known to pose complications for programmers.- Fragmentation of the deviceN least number of mobile manufacturers can be large, but it's still manageable compared to the number of devices these providers release - each with its own screen size, sensors, performance problems, and graphics drivers. In the official documentation on the material design, Google shares a long list of Android devices (and iOS) with appropriate screen sizes and permissions. Spoiler: It's much more than Apple's line of 14 devices. Screen fragmentation map created in 2015 Source: OpenSignalProduct owners have two solutions to the device fragmentation problem: either limiting the number of supported devices and systems to a managed maximum, or reducing the quality of the app when advanced sensors or other functionality is not supported by older devices. This, however, doesn't make developing and testing efforts easy.- Copyright problemsEarlier we made the point that Google takes less time checking and adopting apps in Google Play, meaning that you can release your MVP way easier compared to the App Store. The less, there is another side to this advantage. First, Google does not conduct a thorough review of patents or copyrights, which means that you may unknowingly host a program that includes features or content already used in another product. Second, you may suffer copyright infringement yourself when Google Play releases the app app repeats your unique solutions. The last wordOften, the choice of technology, platform or device does not even get off on development problems. In terms of marketing, you will first need to look at the demographics that are not playing in favor of Android in the US. However, there's no point in releasing even semi-ready iOS apps, so Android is the perfect place to test a beta product, MVP or even a high-precision prototype. If you prefer independence, openness and more free features, at least from the beginning, Android is also the way to go. And if all fails, consider a cross-platform approach. Originally published on AltexSoft Tech blog Good and Bad Android App Development Subscribe to get daily training top tech history! History! android app development tutorial for beginners java. android app development tutorial for beginners in hindi. android app development tutorial for beginners in tamil. android app development tutorial for beginners using android studio. android app development tutorial for beginners free. android app development tutorial for beginners in urdu. android app development tutorial for beginners video in tamil. android app development tutorial for beginners in telugu

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