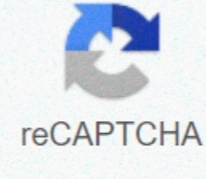




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Android programming books 2020

Below are the top 20 picks for books on Android Development . The list includes books for each level from beginner to advanced. Here you will find the best tutorials for developing Android apps from start to finish. No matter what you want to create, I guarantee you there's something for everyone. [View on Amazon](#) → [1.Android Studio 3.0 Development Essentials - Android 8 Edition](#) Publisher: CreateSpace Independent Publishing Platform; 1 release (September 25, 2017) Fully updated for Android Studio 3.0 and Android 8, this book aims to learn the skills needed to develop Android-based applications using the Integrated Development Environment Android Studio (IDE), Android 8 Software Development Kit (SDK) and Java programming language. Starting with the basics, this book provides an overview of the steps necessary to set up the Android development and test environment. The Android Studio overview included includes areas such as tool windows, code editor, and Layout Editor. An introduction to the Android architecture is followed by a detailed look at the design of Android apps and user interfaces using Android Studio. It also covers more advanced topics such as database management, content providers and intents, as well as touch screen control, gesture recognition, camera access, and video and audio playback and recording. This edition of the book also includes printing, transitions, and cloud storage of files. [View on Amazon](#) → if you have an idea for the killer Android app, this fully revised and updated edition will help you create your first working app in no time. You'll learn how to structure an app, design flexible and interactive interfaces, run background services, build on the work of the app on different smartphones and tablets, and more. It's like having an experienced Android developer sitting right next to you! All you need to get started is some java know-how. [A look at Amazon](#) → [3.Android Programming: Big Nerd Ranch Guide \(3rd Edition\) \(Big Nerd Ranch Guides\)](#) Publisher: Big Nerd Ranch Guides; 3 release (February 9, 2017) Based on the popular Android bootcamps on Big Nerd Ranch, this guide takes you through the wilderness with convenient example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing Applications compatible with Android 4.4 (KitKat) via Android 7.0 (Nougat) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display images from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. [View on Amazon](#) → [4.Android App Development All-in-One Pro 2. Issue](#) Publisher: For dummies; 2 release (August 3, 2015) If you're an aspiring or budding programmer who's interested in creating apps for the Android market – which grows in size and downloads every day – this is your comprehensive, one-stop guide. [Android Application Development All-in-One For Dummies](#) covers the information you absolutely need to start developing Android apps. Inside, you'll quickly get up to speed on Android programming concepts and give your new knowledge for data management, program great phone features, improve your apps, confidently move around the native Android development kit, and add important finishing touches to your apps. This friendly hands-on guide, which covers the latest features and improvements to the Android Software Developer's Kit, takes you through the basics of Android programming, shares techniques for developing great Android apps, Android hardware reviews, and more. [A look at Amazon](#) → [5.Android Development for Gifted Primates: A Beginner's Guide \(Guides for Gifted Primates\)](#) Publisher: Independently published (August 14, 2018) Whether you consider yourself a gifted primate or not, Antonis Tsaqaris's Android Development for gifted primates is an interesting choice. Often using strong language and not afraid to express his opinion, the author suggests his guide as an alternative to the dry, humorless, life-sucking coding book [...] written by the automaton. Aimed at beginners, this relatively short and inexpensive book requires only a basic level of java experience or similar programming language to get you started. Available in printed or ebook form, it takes readers through Android development from absolute basics until the completion of the first application. Along the way, you'll learn how to set up an 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 check out one of the other Android development guides – but if not, this is a fun and useful place to start. [View on Amazon](#) → [6.Android Cookbook: Problems and Solutions for Android Jump Developers and build working Android apps with the help of over 230 tested recipes.](#) The second edition of this acclaimed cookbook contains recipes for working with the user interface, multi-touch gestures, location awareness, web services and specific features of devices such as phone, camera and accelerometer. You'll also get useful information about packing an app for the Google Play market. Ideal for developers familiar with Java, Android basics, and Java SE APIs, this book contains recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code that you can use in your project right away. Among the numerous topics, this cookbook you: Get started with the tools you need to develop and test Android apps Create a layout using Android UI controls graphics services and pop-up mechanisms Create location-enabled services on Google Maps and OpenStreetMap Control aspects of music, video and other Android multimedia features Work with accelerometers and other Android sensors Using various game and animation frameworks Store and retrieve persistent data in files and built-in Databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire Application [View on Amazon](#) → [7.Android 9 Development Cookbook: More than 100 recipes and solutions to solve the most common problems faced by Android developers.](#) 3rd Edition Publisher: Packt Publishing (October 19, 2018) The Android operating system has the largest installation base of any operating system in the world. There's never been a better time to learn how to develop Android by writing your own apps or making your own contributions to the open source community! With this extensively updated cookbook, you'll find solutions for working with user interfaces, multi-touch gestures, location awareness, web services, and device features such as phone, camera, and accelerometer. You'll also get useful steps when packing an Android Market app. Each recipe provides a clear solution and sample code that you can use in your project from the very beginning. Whether you're writing your first app or a hundred, it's a book that comes back again and again, with many tips and tricks on the rich features of Android Pie. [A Look at Amazon](#) → [8.Basin Programming: Big Nerd Ranch Guide](#) Publisher: Big Nerd Ranch Guides; 1 release (July 5, 2018) Based on the popular Kotlin Essentials course at Big Nerd Ranch, this guide will show you how to work effectively with the Kotlin programming language through practical examples and clear explanations of key Boilers concepts and basic APIs. This book, written for Kotlin 1.2, will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you're an experienced Android developer looking for modern features beyond what Java has to offer, or a new developer ready to learn your first programming language, the authors will guide you from the first principles to the advanced use of Kotlin. At the end of this book you will be able to create reliable and concise applications in Kotlin. [View on Amazon](#) → [9.Kotlin in Action](#) Publisher: Manning Publications; Issue 1 (February 19, 2017) Kotlin in Action teaches you how to use Kotlin for production quality applications. This sample book, written for experienced Java developers, goes above and beyond most language books and covers interesting topics such as creating DSLs with natural language syntax. The authors are the main developers of Kotlin, so you can believe that even the rough details are absolutely accurate. [A look at Amazon](#) → [Head First Basin](#) is a complete introduction to coding in Kotlin. This practical book will help you learn kotlin language with a unique method that goes beyond syntax and tutorials and teach you how to think like a great Kotlin developer. You will learn everything from the basics of language to collections, general types, lambdas and features of higher order. Along the way you can play with object-oriented and functional programming. If you really want to understand Kotlin, this is a book for you. [View on Amazon](#) → [11.Practical Android: 14 Complete Projects on Advanced Techniques and Approaches](#) Publisher: Apress; 1st edition (January 4, 2018) The book is an ideal resource for developers who have some development experience but may not be experts in developing Android or mobile devices. Each chapter contains at least one complete project to show readers how to implement concepts. [View on Amazon](#) → [12.Professional Android](#) Publisher: Wrox; 4 release (September 25, 2018) Professional Android, 4th Edition shows developers how to use the latest Android features to build robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a number of projects, each introducing a new Android feature and highlighting techniques and best practices that make the most of its functionality. Exercises begin simply and gradually step into the advanced development of Android. Clear and concise examples show you how to quickly build mobile apps in the real world. This book is your guide to intelligent, efficient and efficient Android development. Learn best practices that will get more from Android Understand anatomy →. [The Busy Coder's Guide to Android Development](#) by Mark L. Murphy (2009-02-06) Publisher: CommonsWare, LLC (1750) Like anything else in the world of technology , Android development moves quickly and printed books eventually become obsolete. Mark Murphy's Busy Coder guide for Android Development gets around this issue through a subscription-based ebook model. Buyers get the latest version of the book, plus six months of updates, with new versions coming out every few months. Coming in mammoth 200+ chapters, 4,000+ pages, hundreds of sample apps and visual presentations on Android app development topics, no stone will be left unturned. The main chapters of the book cover the basics of development environment settings, user interfaces, data management, and much more before branching into trails that cover dozens of advanced topics designed to be read as needed. Like the book itself, buyers can ask questions of the author during the official hours of the cottage Week. If you don't need a physical book to read, the Busy Kodeha Guide for Android Development is the most comprehensive and up-to-date resource available. [View on Amazon](#) → [14.Android Apprentice \(Second Edition\):](#) Beginning of Android development with Kotlin Publisher: Razeware LLC (May 14, 2019) Learning Android programming can be challenging. Sure, there are plenty of documentation, but the tools and libraries available today for Android are easily stunning for android and kotlin newbies. Android Apprentice has a different approach. From building a simple first app to a fully equipped podcast app, this book takes you step by step, building on basic concepts to advanced techniques so you can create amazing apps worthy of the Google Play Store! Who this book is for this book is for anyone who is interested in writing mobile apps for Android. Although no previous mobile experience is required, this book is also a great resource for iPhone developers switching from iOS. [View on Amazon](#) → [Publisher: Packt Publishing \(April 30, 2019\)](#) Android is the most popular mobile operating system in the world, and Kotlin has been declared by Google to be a world-class programming language for creating Android apps. With the arrival of the most anticipated Android update, Android 10 (Q), this book will start creating apps compatible with the latest version of Android. It adopts a project-style approach where we focus on teaching the basics of Android app development and Kotlin's foundations by creating three real-world apps and more than a dozen mini-apps. The book starts by giving you a strong overview of how Kotlin and Android work together before gradually moving on to exploring the various Android APIs for easily creating amazing Android apps. You will learn to make your application more representative using different layouts. Dive deep into kotlin programming concepts such as variables, functions, data structures, object-oriented code, and how to connect Kotlin code to the user interface. You'll learn how to add multilingual text to make your app accessible to millions of other potential users. Learn how animations, graphics, and sound effects work and are implemented in an Android app. At the end of the book, you will have a reliable knowledge of the important programming concepts of Kotlin and start creating your own fully equipped Android applications. [View on Amazon](#) → [Publisher: CreateSpace Independent Publishing Platform; 1 release \(March 21, 2016\)](#) Google officially announced Kotlin as a supported language for writing Android Apps.This is amazing news for Android developers who now have the ability to use modern and powerful language to make their work easier and more fun. But it comes with other duties. If you want to be a good candidate for new Android opportunities, Kotlin becomes the need for the most will ask. So it's time to start learning about it! A Kotlin for Android Developers is the best tool. Recommended by Google and JetBrains, this book will guide the process of learning all the new features that Java has lacked, in a simple and fun way. You will create an Android app from the ground using Kotlin as the main language. The goal is to learn the language by example, instead of following a typical structure. I'll stop to explain the most interesting concepts and ideas about Kotlin, comparing it to Java 7. In this way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not supposed to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue their own projects themselves. I will solve many typical problems we have to face in our daily lives using language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and code in front of the computer and try everything that is designed. You could, however, take the first reading to get a broad idea and then delve into the practice. [View on Amazon](#) → [Publisher: Addison-Wesley Professional; 1 issue \(January 3, 2019\)](#) Peter Sommerhoff takes a hands-on approach to teaching Kotlin by providing a larger set of code listings that demonstrate language features and guide readers by developing two Android apps step by step... Peter finds a good balance between what is essential and what can be left to readers, so this book is an effective but understandable resource for starting programming with Kotlin. - [Bernhard Rumpe, Professor of Software Engineering, RWTH Aachen University](#) Language Kotlin brings state-of-the-art programming techniques and constructions for Android development. Kotlin for Android App Development will help you quickly understand the principles and techniques of Kotlin, apply Kotlin in the development of production applications, integrate Kotlin with existing Java code and plan your migration to Kotlin if you choose. If you have at least basic programming experience (with any language), peter sommerhoff's well-crafted overview and examples will help you get up to speed quickly with Kotlin language, its constructions, and advanced functional and object-oriented capabilities. [View on Amazon](#) → [18.Android Studio IDE Quick Reference: Pocket Guide to Android Studio Development](#) Publisher: Apress; Issue 1 (July 31, 2019) This short reference book for Android Studio 3 presents the basic features of Android Studio in a well-organized format that can be used as a practical link. It quickly demonstrates the use of Android Studio IDE to create a step-by-step android mobile app. You won't find any technical jargon, examples, drawn history lessons, or funny stories in this book. What you will find is a link that is brief, to the point and highly accessible. Android Studio IDE Quick Reference is packed with useful information and is a must for any mobile or Android app developer or programmer. [View on Amazon](#) → [19.Poetry in Programming: Building Applications with the Android SDK](#) Publisher: Independently published (July 14, 2019) The key to this book is that it's a mixture of basic and complex topics. The expression of ideas and the distinctive style and rhythm of the authors is similar to poetry for programming. This book does not focus on linear progression, because the learning of Android development usually does not start linearly. This book, like our subsequent books, aims to simulate this erratic and broad pattern of learning. Our aim is also to place particular emphasis on the learning approach accordingly. Each chapter will provide a fully functional application, the source code of which can be downloaded and examined for free! Not only will we tell you about programming concepts, but we will also show them. About Authors:Leonard Tatum (Software Developer) has more than a decade of programming and software development experience, with several more years of mobile application development. He is also ceo and founder of the startup independent gaming company Tatum Games, LLC. Tatum Games is a mobile game developer and publisher with a focus on developing game products in collaboration with their fanbase and communities. This unique approach allows users to have a direct impact on their gaming products and shows that Tatum Games really cares about their customer needs. Elliott Baygan (Software Developer) has more than half a decade of software development experience and four years of native Android experience. He started working with Android in 2014 while working at Baytek Software Development Corporation. In 2016 he graduated with a B.S. degree in physics. He is currently working on a set of applications for car mechanics. [View on Amazon](#) → [20.Programming Kotlin: Create elegant, expressive, and performant JVM and Android Applications](#) Publisher: Pragmatic Library; 1 issue (October 1, 2019) Programmers don't just use Kotlin, they love it. Even Google has embraced it as a first-class language for Android development. With Kotlin, you can intermix imperative, functional and object-oriented programming styles and benefit from the approach that is most appropriate for this problem at hand. Learn how to use many features of this highly concise, smooth, elegant, and expressive statically written language with easy-to-understand examples. Learn how to write easy-to-maintain, high-performance JVM and Android apps, create DSL, asynchronous programs, and more. Kotlin is a highly concise, elegant, smooth and expressive statically written multi-paradigmatic language. It is one of the few which is compiled into both Java byte code and JavaScript. You can use it to create server, front-end, and Android-side apps. With Kotlin, you need less code to complete tasks, while keeping the code type safe and less prone to error. If you want to learn the basics of Kotlin, from the basics to more advanced concepts, you have chosen the right book. Source: Get the latest posts delivered directly to your inbox

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