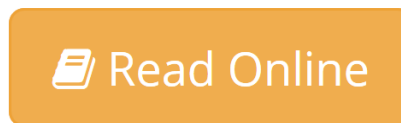# Android Studio Cookbook

By Mike van Drongelen

Android Studio Cookbook By Mike van Drongelen

Design, test, and debug your apps using Android Studio

About This Book

- See what Material design is about and how to apply it your apps
- Explore the possibilities to develop apps that works on any type of device
- A step-by-step practical guide that will help you build improved applications, change their look, and debug them

Who This Book Is For

This book is for developers that are already familiar with programming concepts and have already started creating apps for the Android platform, for example, by using the Eclipse IDE. It is for developers who intend to use Android Studio as their primary IDE or want to use Android Studio more efficiently.

What You Will Learn

- Develop Android Studio applications using Genymotion
- Apply the concepts of Material design to your applications
- Use memory monitoring tools to tweak performance
- Build applications for Android Wearable
- Capture images, video, or audio within your Android app
- Use content providers to display data
- Build apps with a cloud-based backend
- Create media-related apps that will run on phones, phablets, tablets, and TVs

In Detail

This book starts with an introduction of Android Studio and why you should use this IDE rather than Eclipse. Moving ahead, it teaches you to build a simple app that requires no backend setup but uses Google Cloud or Parse instead. After that, you will learn how to create an Android app that can send and receive text and images using Google Cloud or Parse as a backend. It explains the concepts of Material design and how to apply them to an Android app. Also, it shows you how to build an app that runs on an Android wear device.

Later, it explains how to build an app that takes advantage of the latest Android SDK while still supporting older Android versions. It also demonstrates how the performance of an app can be improved and how memory management tools that come with the Android Studio IDE can help you achieve this.

By the end of the book, you will be able to develop high quality apps with a minimum amount of effort using the Android Studio IDE.

Style and approach

This is a practical guide full of challenges and many real-world examples that demonstrate interesting development concepts. Besides smartphones and tablets, it also covers Android wearable devices and Android TV. Although strongly recommended, it is not necessary to own any Android device yourself.

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Editorial Review

About the Author

Mike van Drongelen

Mike van Drongelen started developing software from the very first moment he had access to a computer. At the age of nine, he started programming in an obscure Basic variant. Currently, he works as a mobile solution consultant in the Netherlands. Besides this, he also runs his own start-up. He speaks English, Dutch, German, and a little French, but most of the time, he speaks Java, JavaScript, HTML, Objective C, Swift, C#, and ASP.NET. He develops Android, iOS, and .NET solutions for various customers and has some projects of his own. One of his projects is an e-learning solution called TeamSpot. Another one is Finiware, which is a company developing B2B specific solutions. Creating better software using less code is what he is aiming for, which explains why he is interested in the lean start up methodology. In addition to this, he is interested in technology and topics such as continuous delivery, Test-driven development, and Behaviour Driven Development. About these and other mobile related topics you can read his blog on www.mikevandrongelen.info. When he is not developing, he likes to go on trips on his motorbike or with his 2 CV. You can find out more about his companies?Miker Works (www.mikerworks.nl), Finiware (www.finiware.nl), and TeamSpot (www.teamspot.nl)?on the Internet.

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