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Alex Forrester,Eran Boudjnah,Alexandru Dumbravan,Jomar Tigcal

Adobe Creative Cloud Classroom in a Book Joseph Labrecque,2022-09-29 Your Adobe Creative Cloud subscription delivers a breathtaking collection of state-of-the-art creativity tools—for web, print, video, interactive, digital marketing, UX/UI design, and more. With so much power, where do you start? If you're familiar with one or two of Adobe's tools, how do you extend your knowledge to make the most of the entire Creative Cloud, choose the right tool for each job, and do amazing work? Start right here, with the only classroom-proven guide to the entire Adobe Creative Cloud suite: Adobe Creative Cloud Classroom in a Book. Authored by leading designer and instructor Joseph Labrecque, this guide reflects his experience teaching hundreds of students at the University of Colorado Boulder College of Media, Communication & Information. Each chapter combines an overview of a Creative Cloud app with well-crafted hands-on practice. Labrecque introduces the software, explains essential concepts and design principles surrounding its use, guides you through basic tools and workflows, and then walks you through executing a project from beginning to end. You'll learn how each tool works in real life, and how to apply design concepts and theory in your own creative practice. Labrecque introduces the fundamentals of Creative Cloud for both desktop and mobile, Creative Cloud Express, and all these skills: Cloud-based photography with Lightroom Raster image compositing with Photoshop Vector graphics design with Illustrator Page layout management with InDesign Prototyping for screens with Adobe XD 3D rendering with Dimension Audio content production with Audition Video content sequencing with Premiere Pro Motion graphics compositing with After Effects Live performance capture with Character Animator Interactive content animation with Animate

How to Build Android Apps with Kotlin Alex Forrester,Eran Boudjnah,Alexandru Dumbravan,Jomar Tigcal,2023-05-02 Unleash the power of Android programming to build scalable and reliable apps using industry best practices Purchase of the print or Kindle book includes a free PDF eBook Key Features Build apps with Kotlin, Google's preferred programming language for Android development Unlock solutions to development challenges with guidance from experienced Android professionals Improve your apps by adding valuable features that make use of advanced functionality Book DescriptionLooking to kick-start your app development journey with Android 13, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help jump-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started with building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. You'll also get to grips with testing, learning how to keep your architecture clean, understanding how to persist data, and gaining basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bitesize exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin.What you will learn Create maintainable and scalable apps using Kotlin Understand the Android app development lifecycle Simplify app development with Google architecture components Use standard libraries for dependency injection and data parsing Apply the repository pattern to retrieve data from outside sources Build user interfaces using Jetpack Compose Explore Android asynchronous programming with Coroutines and the Flow API Publish your app on the Google Play store Who this book is for If you want to build Android applications using Kotlin but are unsure of how and where to begin, then this book is for you. To easily grasp the concepts in this book, a basic understanding of Kotlin, or experience in a similar programming language is a must.

Creative Music Making at Your Fingertips Gena R. Greher,Suzanne L. Burton,2021-02-02 Students are drawn to mobile technologies such as iPads and smartphones because of the sheer endless possibilities of the digital worlds they hold. But how can their potential for stimulating the imagination be effectively used in the music classroom to support students' development of musical thinking? Countering voices that see digital technologies as a threat to traditional forms of music making and music education, this collection explores the many ways in which hand-held devices can be used to promote student learning and provides teachers with guidance on making them a vital presence in their own classrooms. Creative Music Making at Your Fingertips features 11 chapters by music education scholars and practitioners that provide tried-and-true strategies for using mobile devices in a variety of contexts, from general music education to ensembles and from K-12 to college classrooms. Drawing on their own experiences with bringing mobile devices and different music apps into the classroom, contributors show how these technologies can be turned into tools for teaching performance, improvisation, and composition. Their practical advice on how pedagogy and mobile technologies can be aligned to increase students' creative engagement with music and help them realize their musical potential makes this book an invaluable resource for music educators who want to be at the forefront of pedagogical transformations made possible by 21st-century technologies.

Adobe Animate 2022 for Creative Professionals Joseph Labrecque,2022-01-14 Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life with the help of expert-led content in this illustrated guide Key Features Produce rich motion graphics and interactive animations for multiple platforms Explore the key features and enhancements in the latest Adobe Animate release Take your Adobe Animate projects to the next level with creative workflows Book DescriptionAdobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with explanations of essential concepts and step-by-step walkthroughs of practical examples, this book will guide you in using Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. We begin by getting up to speed with all that you need to know about Adobe Animate. You'll learn how to get started with Animate as a creative platform and explore the features introduced in its most recent versions. The book will show you how to consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll explore advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms as the book demonstrates different ways to use Animate. Finally, it covers the different methods used to extend the software for various needs. By the end of this Adobe Animate book, you'll be able to produce a variety of media assets, motion graphic design materials, animated artifacts, and interactive content pieces for platforms such as HTML5 Canvas, WebGL, and mobile devices.What you will learn Gain a solid understanding of Adobe Animate foundations and new features Understand the nuances associated with publishing and exporting rich media content to various platforms Make use of advanced layering and rigging techniques to create engaging motion content Create dynamic motion using the camera and variable layer depth techniques Develop web-based games, virtual reality experiences, and multiplatform mobile applications Extend Animate with extensions, application-level scripting, and the creation of custom integrated tutorials Who this book is for This book is for web, graphic, and motion design professionals with basic experience in animation who want to take their existing skills to the next level. A clear understanding of fundamental animation concepts will help you to get the most out of this book and produce impressive results.

Processing for Android Andrés Colubri,2017-11-02 Learn how to use the Processing programming language and environment to create Android applications with ease. This book covers the basics of the Processing language, allowing users to effectively program interactive graphics in 2D and 3D. It also details the application of these techniques to different types of Android devices (smartphones, tablets, wearables and smartwatches). Processing for Android walks you through the steps of taking an initial idea to a final app. With this book, you will be able to write engaging apps with interactive visuals driven by motion and location information obtained from the device's sensors; including health data from the wearer, like step count and heart rate. An advantage of Processing for Android over more complex programming environments is the ability for users to focus on the interactions and visual output of their code rather than in the implementation details of the Android platform. This book goes through a comprehensive series of hand-on projects, ranging from simple sketches to more complex projects involving sensors and integration with larger apps. It also covers important aspects such as exporting your Processing projects as signed apps are ready to upload to the Google Play store and be share with the world! What You'll Learn Write apps and live wallpapers for smartphones and tablets Design and implement interactive watch faces Create Virtual Reality experiences for Cardboard

devices Integrate Processing sketches into larger apps and Android Studio Export projects as completed apps ready to distribute through Google Play Store Who This Book Is For Artists, designers, students, researchers, and hobbyists who are not necessarily Android experts, but are looking to write mobile apps that make creative use of interactive graphics, sensor data, and virtual reality.

Learning Android Application Programming James Talbot,Justin McLean,2014 Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.

Adobe Creative Suite 6 Design and Web Premium Digital Classroom Jennifer Smith,Jeremy Osborn,AGI Creative Team,2012-06-28 Expert book-and-video package gives you complete training on Creative Suite 6 Design Premium! The next best thing to having your own private instructor guiding you through Adobe Creative Suite 6 Design and Web Premium at your own pace is this terrific book-and-video training tool from the expert instructors at AGI. More than 25 self-paced lessons teach you the basics of page layout, vector graphics, photo editing, document management, web design, animation, file management, and much more. Each step-by-step lesson is accompanied by exercises and video tutorials to make the concepts and techniques crystal clear. You'll find instruction for the complete suite, including InDesign, Illustrator, Photoshop, Dreamweaver, Flash, Fireworks, and Adobe Bridge. Features full-color, step-by-step instructions that make even the most complicated tasks easy to understand, while the video training enhances the content covered in the book Combines an 800+- page full-color instructional book along with lesson files and video training from expert instructors Covers each component of the complete Adobe Creative Suite 6 Design and Web Premium package, including InDesign, Illustrator, Photoshop, Dreamweaver, Flash, Fireworks, and Adobe Bridge Adobe Creative Suite 6 Design and Web Premium Digital Classroom is an effective way to master all the powerful tools in Adobe Creative Suite 6 Design and Web Premium at your own pace. Note: The DVD and other supplementary materials are not included as part of the e-book file. These materials are available for download upon purchase.

Thinking Matters: Critical Thinking As Creative Problem Solving Gary R Mar,2021-08-10 The ancient Roman orator Horace (65 B.C.-8 B.C.) wrote, 'Control your mind or it will control you.' In today's society we are faced with more information, and more complex information, than ever. Faced with making decisions, we can feel overwhelmed and helpless. One way to become less helpless — to gain control over our lives — is to gain control over our own thinking. We can feel helpless when faced with this barrage of information, opinions, data, and conflicting arguments if we lack the skills to quickly grasp and critically evaluate them. This book is designed to impart these kinds of skills.Any course in a university should do more than teach information — in nearly every field, 'facts' become obsolete quickly. The goals of Thinking Matters are to help you: The text is punctuated with exercises or 'personal experiments' to challenge and stimulate your curiosity. These exercises may take the form of an inventory to be taken, a puzzle to be solved, or some thoughts to ponder.The first module Thinking Matters: Critical Thinking as Creative Problem Solving introduces the student to all the above topics — logic, probability, argument forms and fallacies, ethical reasoning, algorithms, and computational thinking — through logic puzzles and games and mathematical magic tricks.

Adobe Creative Cloud Design Tools Digital Classroom Jennifer Smith,AGI Creative Team,2014-01-16 Full-color guide and video tutorials make a powerful combo for learning design applications in the Adobe Creative Cloud If you like the idea of tackling the design and web applications in Adobe's Creative Cloud in smaller bites, then this is the book-and-video training learning combo for you. More than 25 lessons, each including step-by-step instructions and lesson files backed by video tutorials, help you get comfortable with all features and functions. Work at your own pace, while you steadily build skills in InDesign, Illustrator, Photoshop, Dreamweaver, Flash, and Fireworks. With this Digital Classroom training package, you have your own private instructor showing you the easiest way to learn the latest Adobe design apps. Combines a full-color, step-by-step instructional book along with lesson files and video training on DVD, to teach users how to use the latest versions of InDesign CC, Illustrator CC, Photoshop CC, Dreamweaver CC, Flash CC, Fireworks CC, and Adobe Bridge Provides thorough training from a team of expert instructors from American Graphics Institute (AGI) Start confidently creating the rich and interactive content viewers demand with this practical learning product, Adobe Creative Cloud Digital Classroom Note: DVD and other supplementary materials are not included as part of the e-book file, but are available for download after purchase.

App Inventor 2 David Wolber,Hal Abelson,Ellen Spertus,Liz Looney,2014-10-13 Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Adobe Creative Suite 6 Design and Web Premium All-in-One For Dummies Jennifer Smith,Christopher Smith,Fred Gerantabee,2012-06-05 The must-have book on the leading suite of software for graphic and web designers Fully revised and updated this hands-on resource offers a one-stop learning opportunity through eight minibooks dedicated to each product inside Adobe's Design & Web Premium Suite. The minibooks include Adobe Creative Suite Basics, InDesign, Illustrator, Photoshop, Acrobat, Dreamweaver, Flash, Fireworks. The book contains information on new image enhancements to After Effects, 64-bit versions of Illustrator and Flash Professional, and a new tool, dubbed Helium, that will enable designers to create content using HTML5 and CSS3. Offers the depth needed by novices and long-time professionals Covers the key features and tools users need to master individual programs to their fullest capacities Helps designers to be more creative and productive Filled with tips and techniques for using the 8 design programs This popular package gives designers a full review of the most popular design and development tools on the market.

ACEIVE 2022 S Sriadhi,Ernesto Silitonga,Eka Daryanto,M. Dominique Mendoza,Zulkifli Matondang,2023-05-03 The 4th Annual Conference of Engineering and Implementation on Vocational Education (ACEIVE-2022) is a scientific forum for scholars to disseminate their research and share ideas. This conference was held virtually on October 20, 2022, conducted by the Faculty of Engineering of Universitas Negeri Medan, North Sumatra, Indonesia. The 4th ACEIVE's 2022 theme is Development of Vocational Talent for Educational and Society IR 4.0. Consist of sub-themes, Teaching Learning and Vocational Education, Engineering, ICT, Food Nutrition, and Social Science. The conference was attended by researchers, experts, practitioners, and observers from around the globe to explore various issues and debates on research and experiences and discuss ideas of empowering technology in education to develop talent through vocational education for society IR 4.0.

Professional Android Wearables David Cuartielles Ruiz,Andreas Goransson,2015-01-29 The fast and easy way to get up and running on Android wearables Written by an expert author team with years of hands-on experience in designing and building wearables, Professional Android Wearables covers how to use the Android Wear platform and other techniques to build real-world apps for a variety of wearables including smartbands, smartwatches, and smart glasses. In no time, you'll grasp how wearables can connect us to the Internet in more pervasive ways than with PCs, tablets, or mobile devices; how to build code using Google's Wear SDK for Android-enabled hardware devices; how Android Wear and other Android development techniques are capable of building several presented example projects; and much more. Wearables are the next generation of smart mobile devices, it's no wonder you will want to master Android Wear SDK to build smart wearable apps for a multitude of form factors and applications. Shows you how to navigate Android Wear SDK Clearly explains how to use the Android Wear platform to build real-world apps The companion website includes source code for all of the projects described in the book If you're an experienced Android developer looking to master Android Wear SDK to build wearable apps, you've come to the right place.

Proceedings of the First Jakarta International Conference on Multidisciplinary Studies Towards Creative Industries, JICOMS 2022, 16 November 2022, Jakarta, Indonesia Handika Dany Rahmayanti,Mawan Nugraha,Meisi Riana,Yuyun Khairunisa,2022-12-21 This book is the proceeding of the International Conference Jakarta International on Multidisciplinary Studies towards Creative Industries (JICOMS 2022) that was successfully held on 16 November 2022 using an hybrid platform. The conference was Encouraging the creative industry as the alternative of a global economic backbone, the First Jakarta International on Multidisciplinary Studies towards Creative Industries (JICOMS) 2022 is hosted by Center for Research and Community Service, Politeknik Negeri Media Kreatif (Polimedia). The technical program of JICOMS 2022 consisted of 52 full papers, including 4 invited papers in oral presentation sessions at the main conference tracks. We have invited prominent speakers with expertise in the field of multidisciplinary studies. The keynote speakers was presented by Sandiaga Salahuddin Uno, B.B.A., M.B.A. as Minister of Tourism and Creative Economy of Indonesia and Benny Bandanadjaja as Deputation from Ministry of Education, Culture, Research, and Technology of Indonesia). The invited talk was presented Prof. Daniel Punday from Mississipi State University, USA; Prof. Yuh Wen Chen from Da-Yeh University, Taiwan; Ruanni Tupas, Ph.D from University College London, UK and Indra Kesuma Nasution, P.hD from ANC Japan Co, LTd Japan). This conference will give an excellent discussion and a future insight for developing our community. Taking Collaboration of Cross-Disciplinary Research to Develop Creative Industries as its theme, the forum welcomes academia, professionals, researchers, practitioners, students, and civil society organization representatives to share ideas and current studies in the fields of sciences and social sciences. By this improvement we can increase our economic growth to compete in global arena which starts moving to society 5.0. To support above theme, JICOMS 2022 should be related to Creative Industries with sub theme Learning Technology; Publishing Technology; Tourism & Creative Economics; Humanities & Applied Linguistic; Advertising & Marketing; Film, Media and Communication; Game and Aplication Design; Applied Engineering; Computing Technology; Pulp & Paper Technologies; Printing process and applications and Applied Physics & Chemistry. This conference has multidisciplinary topic, it gives opportunity to make a global collaboration between academician, industry and public government. We also expect that the future JICOMS conference will be as successful and stimulating, as indicated by the contributions presented in this volume.

Professional Android 4 Application Development Reto Meier,2012-04-05 Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Spirit Tech Wesley J. Wildman, Ph.D,Kate J. Stockly, Ph.D.,2021-05-18 Featuring a Foreword by Mikey Siegel, founder of Consciousness Hacking. Technology can now control the spiritual experience. This is a journey through the high-tech aids for psychological growth that are changing our world, while exploring the safety, authenticity and ethics of this new world. We already rely on technology to manage our health, sleep, relationships, and finances, so it's no surprise that we're turning to technological aids for the spiritual journey. From apps that help us pray or meditate, to cybernauts seeking the fast track to nirvana through magnetic brain stimulation, we are on the brink of the most transformative revolution in the practice of religion: an era in which we harness the power of "spirit tech" to deepen our experience of the divine. Spirit tech products are rapidly improving in sophistication and power, and ordinary people need a trustworthy guide. Through their own research and insiders' access to the top innovators and early adopters, Wesley J. Wildman and Kate J. Stockly take you deep inside an evolving world: - Find out how increasingly popular "wearables" work on your brain, promising a shortcut to transformative meditative states. - Meet the inventor of the "God Helmet" who developed a tool to increase psychic skills, and overcome fear, sadness, and anger. - Visit churches that use ayahuasca as their sacrament and explore the booming industry of psychedelic tourism. - Journey to a mansion in the heart of Silicon Valley where a group of scientists and entrepreneurs are working feverishly to bring brain-based spirit tech applications to the masses. - Discover a research team who achieved brain-to-brain communication between individuals thousands of miles apart, harnessing neurofeedback techniques to sync and share emotions among group members. Spirit Tech offers readers a compelling glimpse into the future and is the definitive guide to the fascinating world of new innovations for personal transformation, spiritual growth, and pushing the boundaries of human nature.

Wearable Android Sanjay M. Mishra,2015-09-15 Software Development/Mobile/Android/Wearable/Fitness Build Wearable Applications on the Android Wear and Google Fit Platforms This book covers wearable computing and wearable application development particularly for Android Wear (smartwatches) and Google Fit (fitness sensors). It provides relevant history, background and core concepts of wearable computing and ubiquitous computing, as a foundation for designing/developing applications for the Android Wear and Google Fit platforms. This book is intended for Android wearable enthusiasts, technologists and software developers. Gain insight into "wearables" in the modern consumer ecosystem of a multitude of devices, ubiquitous computing, cloud computing and intelligent personal assistants Learn the Android Wear and Google Fit APIs and jump-start hands-on development including: setting up an Android development environment suitable for Android Wear and Google Fit , setting up smartwatch and fitness devices for development and debugging , writing applications that install and execute on Android Wear (smartwatch) devices , and applications that run on your handheld Android devices and find and connect to fitness sensors and access fitness data, and more Catch up with the new Android 5.0 "Lollipop", Android Studio and the gradle based build system Learn how to write applications for smart watches and fitness sensors on the Android/Google ecosystem. "Sanjay's tome provides a comprehensive and timely treatment of the essential points of current Wearable technology and Android Wearable development techniques. The easygoing and comprehensive examples make this book a joy to discover and a delight to peruse. Highly recommended!" - Rudi Cilibrasi, Computer Scientist "The text provides a rich and immersive overview of the field of Wearable computing that is solidified by the impressive set of examples. I was simultaneously entertained as well as educated, and would highly recommend this book to anyone that is looking to get started with Wearables." - Nathan Blair, Software Engineer & Entrepreneur Sanjay M. Mishra began programming in C on various flavors of Unix in the early 1990s. Over the years he has developed diverse software systems spanning web applications and services, messaging, VoIP, NoSQL databases, as well as mobile and embedded platforms. He has worked for companies such as Intertrust, Eyecon Technologies, CallSource, nVoc (formerly Sandcherry, Inc.) and the Starz Entertainment group.

Professional Android Open Accessory Programming with Arduino Andreas Goransson,David Cuartielles Ruiz,2013-01-04 Learn how to control your home or car from your Android smartphone - air conditioning, lights, entertainment systems, and more! Android Open Accessory is a new, simple, and secure protocol for connecting any microcontroller-empowered device to an Android smartphone or tablet. This Wrox guide shows Android programmers how to use AOA with Arduino, the microcontroller platform, to control such systems as lighting, air conditioning, and entertainment systems from Android devices. Furthermore, it teaches the circuit-building skills needed to create games and practical products that also take advantage of Android technology. Introduces Android Open Accessory and shows how to set up the hardware and development environment Explains how to code both Android and Arduino elements of an accessory Features four complete projects developers can build using various sensors and indicators/actuators, including source

code Gives Android developers the tools to create powerful, sophisticated projects Professional Android Open Accessory with Android ADK and Arduino opens exciting new opportunities for Android developers.

How to Build Android Apps with Kotlin Alex Forrester,Eran Boudjnah,Alexandru Dumbravan,Jomar Tigcal,2021-02-26 Master the fundamentals of Android programming and apply your skills to create scalable and reliable apps using industry best practices Key FeaturesBuild apps with Kotlin, Google's preferred programming language for Android developmentUnlock solutions to development challenges with guidance from experienced Android professionalsImprove your apps by adding valuable features that make use of advanced functionalityBook Description Are you keen to get started building Android 11 apps, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help kick-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. Moving ahead, you'll get to grips with testing, learn how to keep your architecture clean, understand how to persist data, and gain basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bitesize exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin. What you will learnCreate maintainable and scalable apps using KotlinUnderstand the Android development lifecycleSimplify app development with Google architecture componentsUse standard libraries for dependency injection and data parsingApply the repository pattern to retrieve data from outside sourcesPublish your app on the Google Play storeWho this book is for If you want to build your own Android applications using Kotlin but are unsure of how to begin, then this book is for you. To easily grasp the concepts in this book, it is recommended that you already have a basic understanding of Kotlin, or experience in a similar programming language and a willingness to brush up on Kotlin before you start.

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