

# Modern Apps

Rocky Heckman

**Write Modern Web Apps with the MEAN Stack** Jeff Dickey,2014-09-25 The MEAN stack (Mongo, Express, AngularJS, and Node.js) offers a new path to writing web applications by treating the front-end as if it were a third-party (such as a mobile client). This video by full-stack developer Jeff Dickey takes a holistic approach to learning the MEAN JavaScript platform and shows how to build, test, and deploy apps.--Resource description page.

**Cross-Platform Modern Apps with VS Code** Ockert J. du Preez,2022-03-16 Simplified development of cross-platform applications by learning VS Code KEY FEATURES ● Covers sophisticated to simple web apps and webUIs development on VS Code with debugging. ● In-depth experimentation of VS Code including Machine Learning, NodeJS API and customized extensions. ● Provides refresher on popular tools like EF Core, Angular, Xamarin.Forms and Blazor. DESCRIPTION This book explores VS Code's core features, including multi-language IDE, rapid programming, and innovative front-end development, to show readers how to design and debug modern online and cloud applications. You will learn how to build native apps, spend less time working with the platform, and focus more on the creative aspects of generating a smart UI. While you learn and practise on VS Code, you build solid grounds on robust server-side programming. You will learn how to use VS Code to develop your javascript, typescript, nodejs, or angular app more quickly and easily. Not only an application development environment, but VS Code also enables you to create microservices, extensions, and cloud applications. Not only can you construct applications with VS Code, but you can also develop microservices, extensions, and cloud applications. Throughout the book, you get trained on Entity Framework Core, Razor, Xamarin.Forms and numerous APIs. This book not only prepares you to design multi-platform applications or work with Visual Studio Code, but it also prepares you to be a great developer who can alter the code, debug issues, and manage the many versions on your own. WHAT YOU WILL LEARN ● Engage Razor and ASP.NET Core to build dynamic web apps. ● Get a practical edge with Xamarin.Forms to experience the native development. ● Explore Entity Framework Core for building data-rich applications. ● Create a custom Visual Studio code extension for your application. ● Use a variety of APIs, such as NodeJS and Python, in your implementations. WHO THIS BOOK IS FOR This book caters to application developers and web developers who want to develop multi-platform applications and authentic practice of VS Code environment. You are not required to have any programming experience, though some understanding of application development may help speed up the learnings. TABLE OF CONTENTS 1. Comparing Visual Studio Code to Visual Studio 2. Up and Running with VS Code 3. Building Web UIs with Blazor 4. Building Websites with ASP.NET Core Razor Pages 5. Building Cross-Platform Mobile Apps with Xamarin.Forms 6. Building Web-Based Apps with Angular 7. Introducing Entity Framework Core 8. Exploring the Database Providers in Entity Framework Core 9. Building Multi-Platform Apps with Visual Studio Code 10. Building Services with Visual Studio Code 11. Application Deployment Options 12. Working with Python, Node.JS, and other APIs 13. Creating Custom Extensions in Visual Studio Code 14. Appendix A

Pro Android with Kotlin Peter Späth,2018-09-03 Develop Android apps with Kotlin to create more elegant programs than the Java equivalent. This book covers the various aspects of a modern Android app that professionals are expected to encounter. There are chapters dealing with all the important aspects of the Android platform, including GUI design, file- and data-handling, coping with phone calls, multimedia apps, interaction with location and mapping services, monetizing apps, and much more. Pro Android with Kotlin is an invaluable source for developers wanting to build real-world state-of-the-art apps for modern Android devices. What You Will Learn Integrate activities, such as intents, services, toasts and more, into your Android apps Build UIs in Android using layouts, widgets, lists, menus, and action bars Deal with data in your Android apps using data persistence and cloud access Design for different Android devices Create multimedia apps in Android Secure, deploy, and monetize your Android apps Who This Book Is For Professional Android app developers.

**Top 100 Windows 8.1 Apps** Michael R. Miller,2014-03-27 Windows 8 and 8.1 are all about the new Modern interface and new full-screen Modern apps. There are more than 60,000 Modern apps in the Windows Store--so how do you find the ones that are best for you? Here's where to start: Top 100 Windows 8.1 Apps, by Michael Miller. As the title implies, this book points out the top 100 Modern Windows apps in ten different categories, from games to social media to sports to travel. Use this book to go right to the best apps in every category--and discover another couple of hundred "honorable mentions" worth considering, too!

*Angular Projects* Aristeidis Bampakos,2023-07-19 Take Angular to the next level - build captivating real-world applications while exploring modern web technologies and best practices Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore Angular's capabilities for cross-platform app development Combine Angular with popular web technologies such as Nx monorepos, server-side rendering, and progressive web apps Build your own libraries and schematics using Angular CDK and Angular CL Book DescriptionAngular Projects isn't like other books on Angular - this is a project-based guide that helps budding Angular developers get hands-on experience while developing cutting-edge applications. In this updated third edition, you'll master the essential features of the framework by creating ten different real-world web applications. Each application will demonstrate how to integrate Angular with a different library and tool, giving you a 360-degree view of what the Angular ecosystem makes possible. Updated to the newest version of Angular, the book has been revamped to keep up with the latest technologies. You'll work on a PWA weather application, a mobile photo geotagging application, a component UI library, and other exciting projects. In doing so, you'll implement popular technologies such as Angular Router, Scully, Electron, Angular service workers, Jamstack, NgRx, and more. By the end of this book, you will have the skills you need to build Angular apps using a variety of different technologies according to your or your client's needs.What you will learn Set up Angular applications using Angular CLI and Nx Console Create a personal blog with Jamstack, Scully plugins, and SPA techniques Build an issue management system using typed reactive forms Use PWA techniques to enhance user experience Make SEO-friendly web pages with server-side rendering Create a monorepo application using Nx tools and NgRx for state management Focus on mobile application development using Ionic Develop custom schematics by extending Angular CLI Who this book is for This book is for developers with beginner-level Angular experience who want to become proficient in using essential tools and dealing with the various use cases in Angular. Beginner-level knowledge of web application development and basic experience of working with ES6 or TypeScript is essential before you dive in. This book focuses on practical applications of Angular. If you want to deepen your understanding of this framework, we recommend that you also look at Learning Angular from the same author.

Elevate SwiftUI Skills by Building Projects Frahaan Hussain,2023-09-08 Explore the power of SwiftUI, creating complex user interfaces for different Apple platforms as you design a tax calculator app, a photo gallery app, an app store, and a fitness companion app Key Features Learn how to use the latest SwiftUI features such as UIKit Develop UIs for all categories of Apple devices, from the Apple Watch to the iPad Enhance your applications further with advanced SwiftUI features Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionElevate SwiftUI Skills by Building Projects helps you harness the cutting-edge potential of SwiftUI and its innovative and user-friendly approach to crafting user interfaces for Apple platforms with the power of Swift. This book will enhance your UI programming skills with SwiftUI through a project-based methodology, guiding you to create four real-world projects. Starting with a quick recap of Swift and SwiftUI, you'll gradually develop projects tailored for iPhone, iPad, macOS, and watchOS using Swift and Xcode. You'll experience SwiftUI's versatility in action as you build a tax calculator for iPhone and a photo gallery for the iPad, which uses a larger display to enhance the viewing experience. You'll also create an app store for Mac and, finally, get to grips with the power of SwiftUI for smaller devices such as the Apple Watch by designing a Fitness Companion app. By the end of this book, you'll have built fully functional projects across multiple platforms and gained the expertise needed to excel as a professional SwiftUI developer.What you will learn Start with a quick recap of UI essentials in Swift and Swift basics Discover how UI elements are integrated into apps Understand how SwiftUI builds on top of the pre-existing Swift programming language Familiarize yourself with the latest Xcode version to create SwiftUI apps Develop a wide variety of applications that can be used as cornerstones Design and code for watchOS, iOS, macOS, and iPadOS in SwiftUI through explicit projects Who this book is for If you are a mobile developer already well-versed in Apple

development using Swift, this book will further advance your skills in UI design. Basic Swift, Xcode, and Apple OS knowledge will help you get the most out of this book.

**Modern Web Development with IBM WebSphere** Kyle Brown,Roland Barcia,Karl Bishop,Matthew Perrins,2014-05-27 Build Tomorrow’s Best Mobile/Web Applications with IBM WebSphere Application Server 8.5 and IBM Worklight This guide presents a coherent strategy for building modern mobile/web applications that are fast, responsive, interactive, reusable, maintainable, extensible, and a pleasure to use. Four IBM experts offer practical, hands-on coverage of front-end development with IBM WebSphere Application Server 8.5, IBM Worklight, and today’s most popular open source frameworks. Using well-crafted examples, the authors introduce best practices for MobileFirst development, helping you create apps that work superbly on mobile devices and add features on conventional browsers. Throughout, you’ll learn better ways to deliver Web 2.0 apps with HTML /JavaScript front ends, RESTful Web Services, and persistent data. Proven by IBM and its customers, the approach covered in this book leads to more successful mobile/web applications—and more effective development teams. Coverage Includes • Developing for MobileFirst: moving from “graceful degradation” to “progressive enhancement” • Quickly delivering lightweight JEE apps with WebSphere Application Server’s new Liberty Profile • Implementing an agile, user-centered, page-oriented approach to design • Constructing REST services with WebSphere Liberty, Eclipse, and JEE annotations • Building better front-end application architectures with frameworks and JavaScript • Designing and building complex, transactional RESTful services that interface with databases and other data sources • Building IBM Worklight hybrid apps with open source frameworks: jQuery Mobile, Backbone, Require.js, and Handlebars • Debugging cross-platform, multi-language modern web apps • Promoting scalability, security, and connectivity into the wider enterprise The IBM Press developerWorks Series pairs books with complementary resources on the developerWorks website at <https://www.ibm.com/developerworks/dwbooks/>

*Learning React* Alex Banks,Eve Porcello,2020-06-12 If you want to learn how to build efficient React applications, this is your book. Ideal for web developers and software engineers who understand how JavaScript, CSS, and HTML work in the browser, this updated edition provides best practices and patterns for writing modern React code. No prior knowledge of React or functional JavaScript is necessary. With their learning road map, authors Alex Banks and Eve Porcello show you how to create UIs that can deftly display changes without page reloads on large-scale, data-driven websites. You’ll also discover how to work with functional programming and the latest ECMAScript features. Once you learn how to build React components with this hands-on guide, you’ll understand just how useful React can be in your organization. Understand key functional programming concepts with JavaScriptLook under the hood to learn how React runs in the browserCreate application presentation layers with React componentsManage data and reduce the time you spend debugging applicationsIncorporate React Hooks to manage state and fetch dataUse a routing solution for single-page application featuresLearn how to structure React applications with servers in mind

**Modern C++ and Windows Store Apps** Sridhar Poduri,2013-03 The native code resurgence is well under its way in today's mobile and device based computing environment. Learn firsthand how Microsoft is contributing to this renaissance through breath taking innovations like the Windows Runtime, C++11 standard implementation in the Visual C++ compiler, native XAML and DirectX support for Windows Store apps, C++AMP for GPGPU computing, Windows Azure Mobile Services support etc. Learn how you can apply your existing C++ skills to create compelling native applications for the Windows Store and begin building apps now. Use what you know about Visual C++ to write native Windows 8 apps that deliver rich, immersive experiences to your customers Gain insights from the author's experience on the Windows team and his work developing one of the first C++ with XAML apps for Windows 8 Learn how to quickly prototype and build apps using a variety of native libraries in Windows 8. Build on what you know-and extend your expertise-by learning how to use C++ with XAML and DirectX to create Windows Store apps. Learn how to share code between your native Windows 8 app and Windows Phone apps.

**Write Modern Web Apps with the MEAN Stack** Jeff Dickey,2014 Annotation Traditionally, web applications have been architected so that the back-end houses all the front-end code. This has resulted in heavy projects that are difficult to manage and scale. This book will explain a new way to write web applications by treating the front-end as if it were a third-party (such as a mobile client). This book, written by a practicing MEAN developer, will take a holistic approach to using the MEAN JavaScript platform for creating modern web applications and lay out how to use the MEAN (Mongo, Express, AngularJS, and Node.js) set of tools to create a web application, from installation and setup of the tools to debugging and deploying your app. After an introduction to how web development is changing and the advantages of using the MEAN stack, the author jumps into an introduction to each tool and then dives into using the complete JavaScript-based application stack to build, test, and deploy apps.

*Pro Android with Kotlin* Peter Späth,2022-12-24 Develop Android apps with Kotlin to create more elegant programs than the Java equivalent. This revised book covers the various aspects of a modern Android app that professionals are expected to encounter. You'll use the latest Kotlin APIs as made available in most recent versions of the Android SDK. There are chapters dealing with all the important aspects of the Android platform, including GUI design, file- and data-handling, coping with phone calls, multimedia apps, interaction with location and mapping services, monetizing apps, and much more. Jetpack will also be covered. It is a suite of libraries to help developers follow best practices, reduce boilerplate code, and write code that works consistently across Android versions and devices. Pro Android with Kotlin, Second Edition is an invaluable source for developers wanting to build real-world, state-of-the-art Android apps for modern Android devices using the Kotlin programming language and its APIs as available in the modern Android SDK. After reading this book, you'll come away with the skills and techniques to build modern Android apps that you can sell on Google Play. Free source code is available on this book's Github page as well. What You Will Learn Integrate activities, such as intents, services, notifications and more, into your Android apps Build UIs in Android using layouts, widgets, lists, menus, and action bars Deal with data in your Android apps using data persistence and cloud access Design for different Android devices Create multimedia apps in Android Secure, deploy, and monetize your Android apps Who This Book Is ForProfessional Android app developers.

**React and React Native** Adam Boduch,Roy Derks,2020-04-30 Get up to speed with React, React Native, GraphQL and Apollo for building cross-platform native apps with the help of practical examples Key FeaturesCovers the latest features of React such as Hooks, Suspense, NativeBase, and Apollo in this updated third editionGet to grips with the React architecture for writing easy-to-manage web and mobile applicationsUnderstand GraphQL and Apollo for building a scalable backend for your cross-platform appsBook Description React and React Native, Facebook's innovative User Interface (UI) libraries, are designed to help you build robust cross-platform web and mobile applications. This updated third edition is improved and updated to cover the latest version of React. The book particularly focuses on the latest developments in the React ecosystem, such as modern Hook implementations, code splitting using lazy components and Suspense, user interface framework components using Material-UI, and Apollo. In terms of React Native, the book has been updated to version 0.62 and demonstrates how to apply native UI components for your existing mobile apps using NativeBase. You will begin by learning about the essential building blocks of React components. Next, you'll progress to working with higher-level functionalities in application development, before putting this knowledge to use by developing user interface components for the web and for native platforms. In the concluding chapters, you'll learn how to bring your application together with a robust data architecture. By the end of this book, you'll be able to build React applications for the web and React Native applications for multiple mobile platforms. What you will learnDelve into the React architecture, component properties, state, and contextGet to grips with React Hooks for handling functions and componentsImplement code splitting in React using lazy components and SuspenseBuild robust user interfaces for mobile and desktop apps using Material-UIWrite shared components for Android and iOS mobile apps using React NativeSimplify layout design for React Native apps using NativeBaseWrite GraphQL schemas to power web and mobile appsImplement web and mobile components that are driven by ApolloWho this book is for This book is for any JavaScript developer who wants to start learning how to use Facebook's UI libraries, React and React Native, for mobile and web application development. Although no prior knowledge of React is needed, working knowledge of JavaScript programming will help you understand the concepts covered in the book more effectively.

*Learning JavaScript* Ethan Brown,2016-02-17 This is an exciting time to learn JavaScript. Now that the latest JavaScript specification—ECMAScript 6.0 (ES6)—has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on a no-nonsense tour of ES6, along with some related tools and techniques.

Author Ethan Brown (Web Development with Node and Express) not only guides you through simple and straightforward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transcompile code to portable ES5 Translate data into a format that JavaScript can use Understand the basic usage and mechanics of JavaScript functions Explore objects and object-oriented programming Tackle new concepts such as iterators, generators, and proxies Grasp the complexities of asynchronous programming Work with the Document Object Model for browser-based apps Learn Node.js fundamentals for developing server-side applications

*Hidden Cities* Fabrizio Nevola, David Rosenthal, Nicholas Terpstra, 2022-03-02 This groundbreaking collection explores the convergence of the spatial and digital turns through a suite of smartphone apps (Hidden Cities) that present research-led itineraries in early modern cities as public history. The Hidden Cities apps have expanded from an initial case example of Renaissance Florence to a further five historic European cities. This collection considers how the medium structures new methodologies for site-based historical research, while also providing a platform for public history experiences that go beyond typical heritage priorities. It also presents guidelines for user experience design that reconciles the interests of researchers and end users. A central section of the volume presents the underpinning original scholarship that shapes the locative app trails, illustrating how historical research can be translated into public-facing work. The final section examines how history, delivered in the format of geolocated apps, offers new opportunities for collaboration and innovation: from the creation of museums without walls, connecting objects in collections to their original settings, to informing decision-making in city tourism management. Hidden Cities is a valuable resource for upper-level undergraduates, postgraduates, and scholars across a variety of disciplines including urban history, public history, museum studies, art and architecture, and digital humanities. The Open Access version of this book, available at [www.taylorfrancis.com](http://www.taylorfrancis.com), has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license.

**Clean Architecture** Robert C. Martin, 2017-09-12 Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

**Learning Progressive Web Apps** John Wargo, 2020-03-19 An introduction to modern web app development that shows how to build apps that are reliable, fast, engaging, and take advantage of the latest Web APIs to combine the best of web and mobile apps. Essentially, these apps are websites built using JavaScript and other web technologies that run under HTTPS, include a Web App Manifest, and implement a service worker—but act and feel like a native app. The book introduces core concepts, then illustrates the implementation of each capability by progressively enhancing a simple web application with each capability as the reader works through the book. Readers start with a simple web app, and finish with a fully functional app that takes advantage of service workers and other technologies that are now standard in all major browsers including Safari and Edge.

**C# 9 and .NET 5 - Modern Cross-Platform Development** Mark J. Price, 2020-11-10 Publisher's Note: Microsoft stopped supporting .NET 5 in May 2022. The newer 8th edition of the book is available that covers .NET 8 (end-of-life November 2026) with C# 12 and EF Core 8. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

**Designing Platform Independent Mobile Apps and Services** Rocky Heckman, 2016-10-03 Presents strategies to designing platform agnostic mobile apps connected to cloud based services that can handle heavy loads of modern computing Provides development patterns for platform agnostic app development and technologies Includes recommended standards and structures for easy adoption Covers portable and modular back-end architectures to support service agility and rapid development

**Kickstart Modern Android Development with Jetpack and Kotlin** Catalin Ghita, 2022-05-20 Explore modern Android development in Kotlin 1.6.10 with this condensed hands-on guide to building reliable apps using libraries such as Compose, ViewModel, Hilt, Retrofit, Flow, and more Key Features Explore Jetpack libraries and other modern technologies for Android development Improve the architectural design of your Android apps Enhance the quality of your Android projects' code bases and applications using the latest libraries Book Description With Jetpack libraries, you can build and design high-quality, robust Android apps that have an improved architecture and work consistently across different versions and devices. This book will help you understand how Jetpack allows developers to follow best practices and architectural patterns when building Android apps while also eliminating boilerplate code. Developers working with Android and Kotlin will be able to put their knowledge to work with this condensed practical guide to building apps with the most popular Jetpack libraries, including Jetpack Compose, ViewModel, Hilt, Room, Paging, Lifecycle, and Navigation. You'll get to grips with relevant libraries and architectural patterns, including popular libraries in the Android ecosystem such as Retrofit, Coroutines, and Flow while building modern applications with real-world data. By the end of this Android app development book, you'll have learned how to leverage Jetpack libraries and

your knowledge of architectural concepts for building, designing, and testing robust Android applications for various use cases. What you will learn Integrate popular Jetpack libraries such as Compose, ViewModel, Hilt, and Navigation into real Android apps with Kotlin Apply modern app architecture concepts such as MVVM, dependency injection, and clean architecture Explore Android libraries such as Retrofit, Coroutines, and Flow Integrate Compose with the rest of the Jetpack libraries or other popular Android libraries Work with other Jetpack libraries such as Paging and Room while integrating a real REST API that supports pagination Test Compose UI and the application logic through unit tests Who this book is for This book is for junior and intermediate-level Android developers looking to level up their Android development skills to develop high-quality apps using Jetpack libraries and other cutting-edge technologies. Beginners with knowledge of Android development fundamentals will also find this book useful. Familiarity with Kotlin is assumed.

Kickstart Modern Android Development with Jetpack and Kotlin Catalin Ghita,2022-05-24 Explore modern Android development in Kotlin 1.6.10 with this condensed hands-on guide to building reliable apps using libraries such as Compose, ViewModel, Hilt, Retrofit, Flow, and more Key Features • Explore Jetpack libraries and other modern technologies for Android development • Improve the architectural design of your Android apps • Enhance the quality of your Android projects’ code bases and applications using the latest libraries Book Description With Jetpack libraries, you can build and design high-quality, robust Android apps that have an improved architecture and work consistently across different versions and devices. This book will help you understand how Jetpack allows developers to follow best practices and architectural patterns when building Android apps while also eliminating boilerplate code. Developers working with Android and Kotlin will be able to put their knowledge to work with this condensed practical guide to building apps with the most popular Jetpack libraries, including Jetpack Compose, ViewModel, Hilt, Room, Paging, Lifecycle, and Navigation. You'll get to grips with relevant libraries and architectural patterns, including popular libraries in the Android ecosystem such as Retrofit, Coroutines, and Flow while building modern applications with real-world data. By the end of this Android app development book, you'll have learned how to leverage Jetpack libraries and your knowledge of architectural concepts for building, designing, and testing robust Android applications for various use cases. What you will learn • Integrate popular Jetpack libraries such as Compose, ViewModel, Hilt, and Navigation into real Android apps with Kotlin • Apply modern app architecture concepts such as MVVM, dependency injection, and clean architecture • Explore Android libraries such as Retrofit, Coroutines, and Flow • Integrate Compose with the rest of the Jetpack libraries or other popular Android libraries • Work with other Jetpack libraries such as Paging and Room while integrating a real REST API that supports pagination • Test Compose UI and the application logic through unit tests Who this book is for This book is for junior and intermediate-level Android developers looking to level up their Android development skills to develop high-quality apps using Jetpack libraries and other cutting-edge technologies. Beginners with knowledge of Android development fundamentals will also find this book useful. Familiarity with Kotlin is assumed.

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Modern Apps Introduction

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