

Moborobo Software

Danny Staple

Pemrograman Android Dengan Menggunakan Eclipse & StarUML Erwin Sutanto,2020-01-08 Pemrograman Android didasarkan pada perlunya pengenalan salah satu platform mobile OS (Operating System) yang populer saat ini. Pemrograman ini juga sangat berguna untuk menjadi landasan pemrograman Visual berbasis Java. Buku ini diharapkan juga berguna bagi mereka yang ingin mencoba penggunaan handphone sebagai target hardware dalam pembuatan aplikasi mobile.

Learning ROS for Robotics Programming Enrique Fernández,Luis Sánchez Crespo,Anil Mahtani,Aaron Martinez,2015-08-18 Your one-stop guide to the Robot Operating System About This Book Model your robot on a virtual world and learn how to simulate it Create, visualize, and process Point Cloud information Easy-to-follow, practical tutorials to program your own robots Who This Book Is For If you are a robotic enthusiast who wants to learn how to build and program your own robots in an easy-to-develop, maintainable, and shareable way, this book is for you. In order to make the most of the book, you should have a C++ programming background, knowledge of GNU/Linux systems, and general skill in computer science. No previous background on ROS is required, as this book takes you from the ground up. It is also advisable to have some knowledge of version control systems, such as svn or git, which are often used by the community to share code. What You Will Learn Install a complete ROS Hydro system Create ROS packages and metapackages, using and debugging them in real time Build, handle, and debug ROS nodes Design your 3D robot model and simulate it in a virtual environment within Gazebo Give your robots the power of sight using cameras and calibrate and perform computer vision tasks with them Generate and adapt the navigation stack to work with your robot Integrate different sensors like Range Laser, Arduino, and Kinect with your robot Visualize and process Point Cloud information from different sensors Control and plan motion of robotic arms with multiple joints using MoveIt! In Detail If you have ever tried building a robot, then you know how cumbersome programming everything from scratch can be. This is where ROS comes into the picture. It is a collection of tools, libraries, and conventions that simplifies the robot building process. What's more, ROS encourages collaborative robotics software development, allowing you to connect with experts in various fields to collaborate and build upon each other's work. Packed full of examples, this book will help you understand the ROS framework to help you build your own robot applications in a simulated environment and share your knowledge with the large community supporting ROS. Starting at an introductory level, this book is a comprehensive guide to the fascinating world of robotics, covering sensor integration, modeling, simulation, computer vision, navigation algorithms, and more. You will then go on to explore concepts like topics, messages, and nodes. Next, you will learn how to make your robot see with HD cameras, or navigate obstacles with range sensors. Furthermore, thanks to the contributions of the vast ROS community, your robot will be able to navigate autonomously, and even recognize and interact with you in a matter of minutes. What's new in this updated edition? First and foremost, we are going to work with ROS Hydro this time around. You will learn how to create, visualize, and process Point Cloud information from different sensors. This edition will also show you how to control and plan motion of robotic arms with multiple joints using MoveIt! By the end of this book, you will have all the background you need to build your own robot and get started with ROS. Style and approach This book is an easy-to-follow guide that will help you find your way through the ROS framework. This book is packed with hands-on examples that will help you program your robot and give you complete solutions using ROS open source libraries and tools.

Madcap Flare for Robohelp Users Scott Deloach,2006-04 This book explains how to migrate from Adobe's RoboHelp HTML x5 to MadCap Software's Flare 1.0. Common tasks are compared between RoboHelp and Flare, and new tasks are highlighted and explained. Tips and tricks are also provided to help you take advantage of Flare's advanced features. Leverage your current knowledge of RoboHelp and get started using Flare Sign up for our Flare newsletter See <http://www.userfirst.net> Need Flare training? Sign up for official Flare training at <http://www.userfirst.net/trainingschedule.ht>

LEGO Mindstorm Masterpieces Miguel Agullo,2003-03-30 In LEGO Mindstorm Masterpieces, some of the world's leading LEGO Mindstorms inventors share their knowledge and development secrets. The unique style of this book will allow it to cover an incredibly broad range of topics in unparalleled detail. Chapters within the book will include detailed discussions of the mechanics that drive the robot - and also provide step-by-step construction diagrams for each of the robots. This is perfect book for LEGO hobbyists looking to take their skills to the next level whether they build world-class competitive robots or just like to mess around for the fun of it. For experienced users of LEGO Mindstorms, LEGO Mindstorms Masterpiece is composed of three fundamental sections: · Part One: A review of the advanced robot building concepts and theories. · Part Two: Step-by-step building instructions for a series of complex models. The companion programming code is included, along with in-depth explanations of concepts needed for the specific models. Robots include Line Followers, Bipeds, Stair and Wall Climbers, a Joystick Controlled Cannon, a Robotic Game Player, Plant Waterer, and a Drink Mixer. · Part Three: Ideas for modifying the building instructions by expanding the pieces and kits. Topics covered: 1. Behavior: This section includes robots designed to interact with the environment, or with other robots. Behavior is the key word as the robots are designed to behave in some specific way, and all the technical details and

implementations are secondary to this main goal. 2. Motion: The projects in this category are aimed at solving some specific motion problem. The focus of these robots is on the mechanical techniques rather than on software. 3. Interaction: These projects allow the reader to build robots for the purpose of interacting with the user by playing games or responding to user commands in real time. 4. Automation: Opposite of the previous category, this one hosts robots designed to perform totally automated operations. These projects will build robots able to complete tasks without human intervention. 5. Calculus: The most abstract of the sections contain robots with minimum knowledge of the external world. Pneumatic ALUs, and Turning machines are fully explained. Ø Advanced users need inspiration too! Advanced projects with suggestions for enhancements and improvements make the explanations of the theories and physics of the robots as well as the complete building instructions, make this book extremely useful to readers long after the building of the robots has been completed. Ø Written by the DaVincis of LEGO and other highly regarded LEGO personalities. This experienced authoring team is assembled of highly respected and visible superstars in the LEGO community. Ø Proven success in the LEGO MINDSTORMS market. Syngress has already had a hit with the bestselling book, Building Robots with LEGO MINDSTORMS

Computing in Smart Toys Jeff K.T. Tang, Patrick C. K. Hung, 2017-08-10 The goal of this book is to crystallize the emerging mobile computing technologies and trends into positive efforts to focus on the most promising solutions in services computing. Many toys built today are increasingly using these technologies together and it is important to understand the various research and practical issues. The book will provide clear proof that mobile technologies are playing an ever increasing important and critical role in supporting toy computing, which is a new research discipline in computer science. It is also expected that the book will further research new best practices and directions in toy computing. The goal of this book is to bring together academics and practitioners to describe the use and synergy between the above-mentioned technologies. This book is mainly intended for researchers and students working in computer science and engineering, and for toy industry technology providers, having particular interests in mobile services. The wide range of authors of this book will help the various communities understand both specific and common problems. This book facilitates software developers and researchers to become more aware of this challenging research opportunity. As well, the book is soliciting shall provide valuable strategic outlook on the emerging toy industry.

Linux Robotics D. Jay Newman, 2006-01-11 Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Robotics is becoming an increasingly popular field for hobbyists and professionals alike The cost of the mechanics and electronics required to build a robot are low enough that almost anybody can afford it. The hardware that used to require government funding or a large university is now available to the average person. At the same time, programming is becoming a more common skill. This book combines the most sophisticated parts of robotics and programming to fill a real gap in available information. Most robotics books today use microcontrollers as the “brains” of the robots. This approach is fine for smaller, less expensive projects, but has serious limitations. When attempting to build a robot with sophisticated movements, navigation abilities, vision, and picture-capturing abilities, it is better to use a single board computer (SBC) such as Linux as the controller.

Raspberry Pi 2 and Quality Assurance Solis Tech, 2016-02-03 Is Raspberry Pi 2 what you want to learn? Always wondered how one becomes proficient in this programming language? Does it interest you how Raspberry Pi works? Purchase Raspberry Pi 2 to discover everything you need to know about Programming. Step by step to increase your Programming skill set. Learn how to program computer systems. All your basic knowledge in one download! You need to get it now to know whats inside as it cant be shared here! Purchase Raspberry Pi 2 TODAY! Is Quality Assurance what you want to learn? Always wondered how one becomes a better software developer? Does it interest you how to achieve this so quickly? Purchase Quality Assurance to discover everything you need to know about testing and software quality! Step by step to increase your software skill set. Learn how to dominate computer systems. All your basic knowledge in one Purchase! You need to get it now to know whats inside as it cant be shared here! Purchase Quality Assurance TODAY!

Learn Robotics Programming Danny Staple, 2018-11-29 Gain experience of building a next-generation collaboration robot Key Features Get up and running with the fundamentals of robotic programming Program a robot using Python and the Raspberry Pi 3 Learn to build a smart robot with interactive and AI-enabled behaviors Book Description We live in an age where the most difficult human tasks are now automated. Smart and intelligent robots, which will perform different tasks precisely and efficiently, are the requirement of the hour. A combination of Raspberry Pi and Python works perfectly when making these kinds of robots. Learn Robotics Programming starts by introducing you to the basic structure of a robot, along with how to plan, build, and program it. As you make your way through the book, you will gradually progress to adding different outputs and sensors, learning new building skills, and writing code for interesting behaviors with sensors. You'll also be able to update your robot, and set up web, phone, and Wi-Fi connectivity in order to control it. By the end of the book, you will have built a clever robot that can perform basic artificial intelligence (AI) operations. What you will learn Configure a Raspberry Pi for use in a robot Interface motors and sensors with a Raspberry Pi Implement code to make interesting and intelligent robot behaviors Understand the first steps in AI behavior such as speech recognition visual processing Control AI robots using Wi-Fi Plan the budget for requirements of robots while choosing parts

Who this book is for Learn Robotics Programming is for programmers, developers, and enthusiasts interested in robotics and developing a fully functional robot. No major experience required just some programming knowledge would be sufficient.

Programming Your Home Mike Riley,2012

Robotics Software Design and Engineering Alejandro Rafael Garcia Ramirez, Augusto Loureiro da Costa, 2021 Robotics Software Design and Engineering is an edited volume on robotics. Chapters cover such topics as cognitive robotics systems, artificial intelligence, force feedback, autonomous driving embedded systems, multi-robot systems, a robot software framework for Real-time Control systems, and Industry 4.0. Also discussed are humanoid robots, aerial and work vehicles, and robot manipulators.

Beyond Karel J Robot Joseph Bergin, 2023-09 TBD

Learning ROS for Robotics Programming Aaron Martinez Romero, Enrique Fernández, Luis Sanchez Crespo, Anil Mahtani, Aaron Martinez, 2015 Your one-stop guide to the Robot Operating System About This Book* Model your robot on a virtual world and learn how to simulate it* Create, visualize, and process Point Cloud information* Easy-to-follow, practical tutorials to program your own robots In Detail If you have ever tried building a robot, then you know how cumbersome programming everything from scratch can be. This is where ROS comes into the picture. It is a collection of tools, libraries, and conventions that simplifies the robot building process. What's more, ROS encourages collaborative robotics software development, allowing you to connect with experts in various fields to collaborate and build upon each other's work. Packed full of examples, this book will help you understand the ROS framework to help you build your own robot applications in a simulated environment and share your knowledge with the large community supporting ROS. Starting at an introductory level, this book is a comprehensive guide to the fascinating world of robotics, covering sensor integration, modeling, simulation, computer vision, navigation algorithms, and more. You will then go on to explore concepts like topics, messages, and nodes. Next, you will learn how to make your robot see with HD cameras, or navigate obstacles with range sensors. Furthermore, thanks to the contributions of the vast ROS community, your robot will be able to navigate autonomously, and even recognize and interact with you in a matter of minutes. What's new in this updated edition? First and foremost, we are going to work with ROS Hydro this time around. You will learn how to create, visualize, and process Point Cloud information from different sensors. This edition will also show you how to control and plan motion of robotic arms with multiple joints using MoveIt! By the end of this book, you will have all the background you need to build your own robot and get started with ROS. What You Will Learn* Install a complete ROS Hydro system* Create ROS packages and metapackages, using and debugging them in real time* Build, handle, and debug ROS nodes* Design your 3D robot model and simulate it in a virtual environment within Gazebo* Give your robots the power of sight using cameras and calibrate and perform computer vision tasks with them* Generate and adapt the navigation stack to work with your robot* Integrate different sensors like Range Laser, Arduino, and Kinect with your robot* Visualize and process Point Cloud information from different sensors* Control and plan motion of robotic arms with multiple joints using MoveIt! Who This Book Is For If you are a robotic enthusiast who wants to learn how to build and program your own robots in an easy-to-develop, maintainable, and shareable way, this book is for you. In order to make the most of the book, you should have a C++ programming background, knowledge of GNU/Linux systems, and general skill in computer science. No previous background on ROS is required, as this book takes you from the ground up. It is also advisable to have some knowledge of version control systems, such as svn or git, which are often used by the community to share code. Style and approach This book is an easy-to-follow guide that will help you find your way through the ROS framework. This book is packed with hands-on examples that will help you program your robot and give you complete solutions using ROS open source libraries and tools.

Embedded Robotics Thomas Bräunl, 2006 T all started with a new robot lab course I had developed to accompany my robotics lectures. We already had three large, heavy, and expensive mobile robots for research projects, but nothing simple and safe, which we I could give to students to practice on for an introductory course. We selected a mobile robot kit based on an 8-bit controller, and used it for the first couple of years of this course. This gave students not only the enjoyment of working with real robots but, more importantly, hands-on experience with control systems, real-time systems, concurrency, fault tolerance, sensor and motor technology, etc. It was a very successful lab and was greatly enjoyed by the students. Typical tasks were, for example, driving straight, finding a light source, or following a leading vehicle. Since the robots were rather inexpensive, it was possible to furnish a whole lab with them and to conduct multi-robot experiments as well. Simplicity, however, had its drawbacks. The robot mechanics were unable, the sensors were quite poor, and extendability and processing power were very limited. What we wanted to use was a similar robot at an advanced level.

Raspberry Pi Insider Guide Bruce Smith, 2014-11-14 THE MOST UP-TO-DATE RASPBERRY PI GUIDE AVAILABLE . Everything you need to make you an expert using the Raspberry Pi Model B and B+. Taking you

from beginner to expert. Even as an absolute beginner you will start on a journey that will ultimately leave you knowledgeable and with the confidence to work your Raspberry Pi to the limit. All you need is this book and some time to work through it. The world of computing moves fast and since the Raspberry Pi was launched in 2012, a lot has changed. RASPBERRY PI INSIDER GUIDE is the most complete up-to-date guide available. This comprehensive volume covers the Raspberry Pi and its software as it is today. What you do with your Raspberry Pi will be driven by your interests and perhaps the interests of your family. High on the priority list is to learn, to experiment and to enjoy - RASPBERRY PI INSIDER GUIDE will show you how. RASPBERRY PI INSIDER GUIDE is organised in seven sections, each containing chapters aimed at taking you the next step. From connecting your Raspberry Pi to choosing and selecting add-ons and using the Raspbian Operating System and desktop environment, you will be well on your way to expert status. INSIDER GUIDE will show you how to use hard drives and printers and how to connect cameras to take great pictures. Create your own website and then a stunning media centre to manage all your TV and music needs. You'll even learn how to make your Pi speak and create an amazing home office using free world-class software. Moving on, you will learn to master programming and become proficient in some of the industry standard languages available to you, including Bash, Python, Scratch and assembly language. Learn about other Operating Systems available for the Raspberry Pi, including RISC OS, Pidora and Arch Linux. Finally, discover the Raspberry Pi board itself, and find out how you can use the GPIO port to connect and control the outside world using simple examples. RASPBERRY PI INSIDER GUIDE will show you many things including how to: select the bare essentials you will need to get your Raspberry Pi up and running. copy and install the Raspbian Operating System. identify and connect everything together, switch it on and get it all working. use the command line to issue instructions and access important information. use the Desktop environment to run programs and games. use essential software to maintain your Raspberry Pi in tip-top condition. add additional devices such as disk drives, printers and cameras. have fun with the Camera Module or a webcam and take and edit photos including using time lapse photography. play high definition videos and top quality sound including music. start to program in several industry-standard languages including Python. create a simple website for use as a home information centre or anything you want update and upgrade your Raspberry Pi and find and install new software. install and use LibreOffice for all your administrative and business needs. create a media centre and access great free-to-air TV and video channels. make your Raspberry Pi talk install and use RISC OS as a second Operating System and become familiar with Pidora and Arch Linux. understand the components on the Raspberry Pi and what they do. connect devices to the GPIO port and use them from a language of your choice. make your Raspberry Pi go faster by selecting Turbo mode. ideal for beginners, the RASPBERRY PI INSIDER GUIDE assumes no prior knowledge and will turn you into an expert. This book covers the all models including the A, B, A+ and B+.

Karel J Robot Joseph Bergin,Mark Stehlik,Jim Roberts,2005-02 Karel J Robot is an introduction to computer programming for novices. It uses the Java programming language to introduce the principles of object-oriented programming. It is the latest version in the Karel The Robot series, originally developed by Richard Pattis. It is a true successor to the original, emphasizing problem solving in a simple but Turing Complete and interesting virtual world. Karel J Robot stresses problem solving rather than language syntax. It has been shown to be an effective learning environment for novice programmers. A student able to do the exercises in this book, or one of its companions, is truly on his or her way to a deep understanding of programming. Learn to write sophisticated Java code in a few weeks. It is not a comprehensive treatment of Java, but emphasizes problem solving using objects, writing classes, and developing skill in algorithmic and polymorphic thinking. It goes beyond thinking of computing as just if and while. The advantages pointed out by reviewers of Karel J Robot follow: Karel J Robot is an excellent introduction to modern computer science, without letting students get overwhelmed by the details of a programming language (even though it is real Java). KJR provides a framework for understanding Object-Oriented Programming from the very beginning. Students are encouraged to develop problem-solving skills by producing projects that solve very complex problems with a relatively small set of tools. Don Slater, Carnegie-Mellon University I have been successfully introducing students in grades 9 through 12 to programming using Karel for the past twenty years and Karel J Robot is the most effective version yet. Students love it They find principles of OOP (class design, constructors, methods, inheritance, polymorphism) come naturally to them, even before they learn about control structures. They discover recursive solutions without ever being taught recursion. Best of all, Karel is gender neutral --- both girls and boys are so involved and excited that I have to push them out the door and on to their next class when the period ends. Kathy Larson, Kingston High School, Kingston New York Karel J Robot: A Gentle Introduction to the Art of Object-Oriented Programming in Java takes you on a well-sequenced and thoughtful journey through the essential concepts in a first semester computer science course. Experience computer science at the level that it is most inspiring - the conceptual level. The visual environment will help you teach and your students learn because everyone will have immediate visual feedback, enabling them to see what they are doing. You will leave the Karel world with a deep understanding of polymorphism, inheritance, abstraction, modularization, and step-wise refinement, to name just a few topics. If you are an AP Computer Science teacher, you have just found the perfect guide to help ensure you do not lose sight of the forest (i.e., computer science) through the trees (i.e., the details of the language). Dave Wittry, Troy High School Karel J Robot provides an uncluttered setting for laying the foundation for all of the key OO concepts. The perfect starter for understanding objects, OO design and OO

programming. Michael Goldweber, Xavier University

Programming the Microsoft Bot Framework Joseph Mayo, 2017 5+ Hours of Video Instruction Learn how to build conversational user interfaces with the Microsoft Bot Framework Overview Reflecting the next radical revolution in human-computer interaction, this Programming the Microsoft Bot Framework video will help you leverage advanced artificial intelligence (AI) and natural language processing to empower new and existing applications with stunningly intuitive conversational interfaces. Long-time Microsoft MVP Joe Mayo begins with high-level explanations of what Microsoft Bot Framework is, what you can do with it, and why it matters so much. Next, he presents the foundational knowledge you need to start creating real bots and conversational user interfaces (CUIs). Step by step, you'll learn how to build message dialogs, manage conversations, implement dialogs, incorporate powerful natural language processing with Microsoft's advanced Language Understanding Intelligent Service (LUIS), add GUI elements to a chatbot, and finally publish your chatbot. Mayo also offers detailed guidance on deploying your customized bots to key platforms such as Skype. Throughout, Mayo's practical examples combine code with clear explanations of when and why you would perform each task. From start to finish, Programming the Microsoft Bot Framework is relentlessly practical, helping you translate the advanced magic of intelligent bots into real solutions right now. About the Instructor Joe Mayo is an author and independent software consultant, specializing in Microsoft technologies. Joe has written 7 books, many magazine articles, and taught numerous online and in-person courses. His experience spans multiple technologies for desktop, cloud, and device. He is also author of the LINQ to Twitter open source project. Joe is a long-time MVP with several years of awards. Joe lives in Las Vegas, NV, and tweets (as JoeMayo) about chatbots on Twitter. He is currently writing a book Programming the Microsoft Bot Framework™ for Microsoft Press. Skill Level Intermediate Learn How To Get started with the Microsoft Bot Framework Create a new project and test with the Bot Framework Emulator Manage conversations Build dialogs and customize FormFlow Handle dynamic conversations Use natural language processing Create and improve LUIS models Add speech; animation, audio, and video cards; and location controls to a chatbot Publish chatbots to Skype, web pages, and more Who Should Watch This Video These video lessons are for programmers and Mi...

Proceedings of the 3rd Workshop, Model-Driven Robot Software Engineering (MORSE) Uwe Assmann, Davide Brucchi, Christian Piechmann, 2016

Android 6 for Programmers Paul Deitel, Harvey Deitel, Alexander Wald, 2015-12-01 The professional programmer's Deitel® guide to smartphone and tablet app development using Android™ 6 and Android Studio Billions of apps have been downloaded from Google Play™! This book gives you everything you need to start developing great apps quickly and getting them published on Google Play™. The book uses an app-driven approach—each new technology is discussed in the context of eight fully coded and tested Android apps, complete with syntax shading, code highlighting, code walkthroughs and sample outputs. Apps you'll develop include: Welcome App Cannon Game Tip Calculator Weather Viewer Flag Quiz Twitter® Searches Doodlz Address Book Practical, Example-Rich Coverage of: Android 6, Android Studio: Gradle™, Vector Asset Studio, Theme Editor Material Design App Templates and Themes AppCompat Library, Android Design Support Library, RecyclerView, FloatingActionButton, TextInputLayout Material Design Elevation and Icons REST Web Services/JSON, Threading, SQLite™ Database, Android 6 Permissions Cursors, Loaders, ContentProviders Supporting Various Screen Sizes/Resolutions Accessibility, Internationalization Activities, Fragments, Intents, Preferences GUIs, Layouts, Menus, Resource Files, Events, Touch/Gesture Processing, Images, Audio, Graphics, Animation Immersive Mode, PrintHelper Google Play™ Store, App Publishing, Pricing, Marketing, In-App Advertising, In-App Billing, Virtual Goods and more About This Book The first-generation Android phones were released in October 2008. As of June 2015, Android had 82.8% of the global smartphone market share, compared to 13.9% for Apple and 2.6% for Microsoft ([http:// www.idc.com/prodserv/smartphone-os-market-share.jsp](http://www.idc.com/prodserv/smartphone-os-market-share.jsp)). Billions of apps have been downloaded from Google Play and more than one billion Android devices were shipped worldwide in 2014 (<http://www.cnet.com/news/android-shipments-exceed-1-billion-for-first-time-in-2014/>). The opportunities for Android app developers are enormous. This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel app-driven approach—concepts are presented in the context of complete working Android apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at <http://www.deitel.com/books/AndroidFP3>. The apps in this book were carefully designed to introduce you to key Android features and APIs. You'll quickly learn everything you need to start building Android apps—beginning with a test-drive of the Tip Calculator app in Chapter 1, then building one new app in each of Chapters 2 through 9. By the time you reach Chapter 10, you'll be ready to create your own apps for submission to Google Play and other app marketplaces. You'll master the Google Play submission process, including uploading your apps. You'll decide whether to sell your apps or offer them for free, and learn how to market them via social media and monetize them with in-app advertising, in-app billing, virtual goods and more.

Android 6 para Programadores - 3ª Edição Paul Deitel, Harvey Deitel, Alexander Wald, 2016-06-01 Guia Deitel do programador profissional para o desenvolvimento de aplicativos para smartphones e tablets utilizando Android 6 e Android Studio. Aprenda tudo o que você precisa para desenvolver rapidamente ótimos aplicativos Android e publicá-los no Google Play. Com uma abordagem baseada em aplicativos, este livro discute as

novas tecnologias por meio de 8 aplicativos Android totalmente testados, complementados por sintaxe em tons diferentes, realces e detalhamento dos códigos e saídas de exemplo. Seu conteúdo prático e cheio de exemplos inclui: Android 6, Android Studio: Gradle™, Vector Asset Studio, Theme Editor; Temas e templates Material Design; AppCompat Library, Android Design Support Library, RecyclerView, FloatingActionButton, TextInputLayout; Elevação e ícones Material Design; Web services REST/JSON, threads, banco de dados SQLite™, permissões do Android 6; Cursor, Loader, ContentProvider; Suporte a vários tamanhos/resoluções de tela; Atividades, fragmentos, intenções, preferências; GUIs, layouts, menus, arquivos de recursos, eventos, processamento de toque/gesto, imagens, áudio, animações; Modo imersivo, PrintHelper; Google Play™, publicação, precificação, monetização, marketing, publicidade e venda incorporada, bens virtuais e mais.

Android, how to Program Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2014 Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions, and a technologies overview . Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience--for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

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