

Jetpack Sdk 06

Robert C. Martin

Kotlin and Android Development featuring Jetpack Michael Fazio,2021-06-15 Start building native Android apps the modern way in Kotlin with Jetpack's expansive set of tools, libraries, and best practices. Learn how to create efficient, resilient views with Fragments and share data between the views with ViewModels. Use Room to persist valuable data quickly, and avoid NullPointerExceptions and Java's verbose expressions with Kotlin. You can even handle asynchronous web service calls elegantly with Kotlin coroutines. Achieve all of this and much more while building two full-featured apps, following detailed, step-by-step instructions. With Kotlin and Jetpack, Android development is now smoother and more enjoyable than ever before. Dive right in by developing two complete Android apps. With the first app, Penny Drop, you create a full game complete with random die rolls, customizable rules, and AI opponents. Build lightweight Fragment views with data binding, quickly and safely update data with ViewModel classes, and handle all app navigation in a single location. Use Kotlin with Android-specific Kotlin extensions to efficiently write null-safe code without all the normal boilerplate required for pre-Jetpack + Kotlin apps. Persist and retrieve data as full objects with the Room library, then display that data with ViewModels and list records in a RecyclerView. Next, you create the official app for the Android Baseball League. It's a fake league but a real app, where you use what you learn in Penny Drop and build up from there. Navigate all over the app via a Navigation Drawer, including specific locations via Android App Links. Handle asynchronous and web service calls with Kotlin Coroutines, display that data smoothly with the Paging library, and send notifications to a user's phone from your app. Come build Android apps the modern way with Kotlin and Jetpack! What You Need: You'll need the Android SDK, a text editor, and either a real Android device or emulator for testing. While not strictly required, it's assumed you're using Android Studio, which comes with the Android SDK and simplifies creating an emulator. Also, a few examples require JDK 1.8 or later, though all of these pieces can be completed in other ways when using JDK 1.6.

Android UI Development with Jetpack Compose Thomas Künneth,2022-02-21 Get started with creating intuitive native user interfaces on Android platforms Key Features Understand the difference between the imperative (Android View) and declarative (Jetpack Compose) approach Learn about the structure of a Compose app, built-in Compose UI elements, and core concepts such as state hoisting and composition over inheritance Write, test, and debug composable functions Book Description Jetpack Compose is Android's new framework for building fast, beautiful, and reliable native user interfaces. It simplifies and significantly accelerates UI development on Android using the declarative approach. This book will help developers to get hands-on with Jetpack Compose and adopt a modern way of building Android applications. The book is not an introduction to Android development, but it will build on your knowledge of how Android apps are developed. Complete with hands-on examples, this easy-to-follow guide will get you up to speed with the fundamentals of Jetpack Compose such as state hoisting, unidirectional data flow, and composition over inheritance and help you build your own Android apps using Compose. You'll also cover concepts such as testing, animation, and interoperability with the existing Android UI toolkit. By the end of the book, you'll be able to write your own Android apps using Jetpack Compose. What you will learn Gain a solid understanding of the core concepts of Jetpack Compose Develop beautiful, neat, and immersive UI elements that are user friendly, reliable, and performant Build a complete app using Jetpack Compose Add Jetpack Compose to your existing Android applications Test and debug apps that use Jetpack Compose Find out how Jetpack Compose can be used on other platforms Who this book is for This book is for any mobile app developer looking to understand the fundamentals of the new Jetpack Compose framework and the benefits of native development. A solid understanding of Android app development, along with some knowledge of the Kotlin programming language, will be beneficial. Basic programming knowledge is necessary to grasp the concepts covered in this book effectively.

Advances in System-Integrated Intelligence Maurizio Valle, Dirk Lehmhus, Christian Gianoglio, Edoardo Ragusa, Lucia Seminara, Stefan Bosse, Ali Ibrahim, Klaus-Dieter Thoben,2022-09-03 This book reports on cutting-edge research and developments focusing on integrating intelligent functionalities into materials, components, systems and products. Gathering the proceedings of the 6th International Conference on System-Integrated Intelligence (SysInt 2022), held on September 7-9, in Genova, Italy, it offers a comprehensive, multidisciplinary and applied perspective on the state-of-the-art and challenges in the field of intelligent, flexible and connected systems. The book covers advanced methods and applications relating to artificial, pervasive and ubiquitous intelligence, sensors, smart factory and logistics, structural health monitoring, as well as soft robotics, cognitive systems and human-machine interaction. Giving a special focus to artificial intelligence, it extensively reports on methods and algorithms for data-driven modeling, and agent-based data processing and planning. It aims at inspiring and fostering collaboration between researchers and professionals from the different fields of electrical, manufacturing and production engineering, and materials and computer sciences.

GPU Gems 2 Matt Pharr, Randima Fernando,2005 More useful techniques, tips, and tricks for harnessing the power of the new generation of powerful GPUs.

Ray Tracing Gems Eric Haines, Tomas Akenine-Möller,2019-02-25 This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support them, developers can easily create real-time applications with ray tracing as a core component. As ray tracing on the GPU becomes faster, it will play a more central role in real-time rendering. Ray Tracing Gems provides key building blocks for developers of games, architectural applications, visualizations, and more. Experts in rendering share their knowledge by explaining everything from nitty-gritty techniques that will improve any ray tracer to mastery of the new capabilities of current and future hardware. What you'll learn: The latest ray tracing techniques for developing real-time applications in multiple domains Guidance, advice, and best practices for rendering applications with Microsoft DirectX Raytracing (DXR) How to implement high-performance graphics for interactive visualizations, games, simulations, and more Who this book is for: Developers who are looking to leverage the latest APIs and GPU technology for real-time rendering and ray tracing Students looking to learn about best practices in these areas Enthusiasts who want to understand and experiment with their new GPUs

Android Animations by Tutorials (First Edition) raywenderlich Tutorial Team, Filip Babi?, Prateek Prasad, Alex Sullivan,2021-12-15 Learn How to Use Animations in Android! Over the years Android has provided many APIs for creating animations. An Android developer must create visually appealing and useable apps by incorporating a wide variety of these animation tools in the right places. Android Animations by Tutorials is here to help, by showing you the way to use simple and subtle view animations, animating transitions between activities and fragments, animating lists including gestures and scrolling, and even using animations in the new Jetpack Compose. Who This Book is For This book is for developers who know the fundamentals of Android and are familiar with the common Android SDK features, but would like to build beautiful user interface's with meaningful motion in the most crucial parts of their apps. Topics Covered in Android Animations by Tutorials View Animations Learn how to use ValueAnimator and ObjectAnimator to provide subtle yet meaningful cues to your users. Learn to animate custom views. XML Animations Explore how to use XML animations on views and also when transitioning between activities and fragments. Transition Animations Add cool animation effects when transitioning between activities and fragments with and without the navigation component. Shared Element Transitions Transition between a list item and a detail view while highlighting a shared element between the two screens to create an amazing user experience. List Animations Utilize ItemAnimator to animate the creation, reordering and removal of items in a list. Animate Gestures with Lists Animate drag and drop gestures when reordering a list, use item resetting to notify a user when they've swiped an item. Scrolling Animations Create amazing animation effects when the user scrolls views and lists in your app. Jetpack Compose Animations Take a look at how to use animations in the exciting new Jetpack Compose by responding to state changes. One thing you can count on: after reading this book, you'll be prepared to add meaningful

motion to the most important parts of your own Android apps.

Saving Data on Android (Second Edition) raywenderlich Tutorial Team,Harun Wangereka,Subhrajyoti Sen,Fuad Kamal,Aldo Olivares Dominguez,Dean Djermanovi?,Jennifer Bailey,2021-08-10 Save Data on Android! Persisting data has always been a fundamental part of any app. Saving data locally or remotely with modern synchronization techniques allows your app to always be up-to-date, reactively presenting fresh data. This book is for intermediate Kotlin or Android developers who want to know how to persist data using the standard Android APIs, the Jetpack DataStore mechanism, the Room Android Architecture Component or the features Google Firebase offers. Topics Covered in This Book: Persistence with Android SDK: Learn how to manage files, SharedPreferences or SQLite databases using the APIs the Android platform offers by default. Jetpack DataStore: Learn how to persist simple data by using key-value pairs. This is Google's new and improved solution for saving data. In this book, you'll learn basics about Preferences DataStore and how to migrate from SharedPreferences. Using Room: Room is one of the most important Android Architecture Components delivered by Google. It allows managing entities and relations using classic Object-Oriented principles. In this book, you'll learn everything you need to store data and run queries on top of it. Managing relationships with Room: A database has entities and relationships. With this book, you'll learn how to design your database and manage relationships both eagerly and lazily. Managing and testing migrations: Every app evolves over time. Here, you'll learn how to manage migrations with Room and how to test them properly. Firebase Realtime Database: Google provides tools to manage data locally and remotely through the Firebase platform. With the Firebase Realtime Database, you can manage and keep data in sync, simply and efficiently. Cloud Storage: Another option Google provides is Cloud Storage, which allows you to leverage all the power of Google's infrastructure to manage your data and run expensive queries. Learn how to leverage its power in your own apps. You're only one step from becoming a saving data expert. It's time to dive into this book!

CUDA Fortran for Scientists and Engineers Gregory Ruetsch,Massimiliano Fatica,2013-09-11 CUDA Fortran for Scientists and Engineers shows how high-performance application developers can leverage the power of GPUs using Fortran, the familiar language of scientific computing and supercomputer performance benchmarking. The authors presume no prior parallel computing experience, and cover the basics along with best practices for efficient GPU computing using CUDA Fortran. To help you add CUDA Fortran to existing Fortran codes, the book explains how to understand the target GPU architecture, identify computationally intensive parts of the code, and modify the code to manage the data and parallelism and optimize performance. All of this is done in Fortran, without having to rewrite in another language. Each concept is illustrated with actual examples so you can immediately evaluate the performance of your code in comparison. Leverage the power of GPU computing with PGI's CUDA Fortran compiler Gain insights from members of the CUDA Fortran language development team Includes multi-GPU programming in CUDA Fortran, covering both peer-to-peer and message passing interface (MPI) approaches Includes full source code for all the examples and several case studies Download source code and slides from the book's companion website

Android Espresso Revealed Denys Zelenchuk,2019-03-01 Write Android user interface (UI) tests using Google Espresso for Android. You'll cover all the major topics of writing functional UI automated tests using the Espresso testing framework, including different ways of running automated tests, architecting test projects in an easy and maintainable way, and using tools which help to implement automated tests with less effort. Android Espresso Revealed explains the basics of using Espresso to write automated UI tests, and how to customize the framework for advanced functionality. The author provides examples in both Java and Kotlin, and includes dealing with network operations in UI tests, testing application accessibility, implementing supervised monkey tests, and more. What You Will LearnWrite Espresso tests with both Kotlin and Java including test project migration from Java to Kotlin Test web views inside the application under test Use Espresso to set up test devices or emulators to minimize test flakiness and run tests in Firebase Test LabVerify and stub intents with Espresso-IntentsMove test projects to AndroidX Test notifications or operate on third-party apps during Espresso test execution Apply different test architecture approaches to the test project to reduce maintenance effort Implement supervised monkey tests using Espresso and UIAutomator Who This Book Is ForEngineers with experience of Android test automation will benefit from this book

A Hands-On Guide to Designing Embedded Systems Adam Taylor,Dan Binnun,Saket Srivastava,2021-10-31 This practical resource introduces readers to the design of field programmable gate array systems (FPGAs). Techniques and principles that can be applied by the engineer to understand challenges before starting a project are presented. The book provides a framework from which to work and approach development of embedded systems that will give readers a better understanding of the issues at hand and can develop solution which presents lower technical and programmatic risk and a faster time to market. Programmatic and system considerations are introduced, providing an overview of the engineering life cycle when developing an electronic solution from concept to completion. Hardware design architecture is discussed to help develop an architecture to meet the requirements placed upon it, and the trade-offs required to achieve the budget. The FPGA development lifecycle and the inputs and outputs from each stage, including design, test benches, synthesis, mapping, place and route and power estimation, are also presented. Finally, the importance of reliability, why it needs to be considered, the current standards that exist, and the impact of not considering this is explained. Written by experts in the field, this is the first book by “engineers in the trenches” that presents FPGA design on a practical level.

Mastering OpenCV Android Application Programming Salil Kapur,Nisarg Thakkar,2015-07-29 OpenCV is a famous computer vision library, used to analyze and transform copious amounts of image data, even in real time and on a mobile device. This book focuses on leveraging mobile platforms to build interactive and useful applications. The book starts off with an introduction to OpenCV and Android and how they interact with each other using OpenCV's Java API. You'll also discover basic image processing techniques such as erosion and dilation of images, before walking through how to build more complex applications, such as object detection, image stitching, and face detection. As you progress, you will be introduced to OpenCV's machine learning framework, enabling you to make your applications smarter. The book ends with a short chapter covering useful Android tips and tricks and some common errors and solutions that people might face while building an application. By the end of the book, readers will have gained more expertise in building their own OpenCV projects for the Android platform and integrating OpenCV application programming into existing projects.

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.

Augmented Reality with Unity AR Foundation Jonathan Linowes, 2021-08-16 Explore the world of augmented reality development with the latest features of Unity and step-by-step tutorial-style examples with easy-to-understand explanations Key Features Build functional and interactive augmented reality applications using the Unity 3D game engine Learn to use Unity's XR and AR components, including AR Foundation and other standard Unity features Implement common AR application user experiences needed to build engaging applications Book Description Augmented reality applications allow people to interact meaningfully with the real world through digitally enhanced content. The book starts by helping you set up for AR development, installing the Unity 3D game engine, required packages, and other tools to develop for Android (ARCore) and/or iOS (ARKit) mobile devices. Then we jump right into the building and running AR scenes, learning about AR Foundation components, other Unity features, C# coding, troubleshooting, and testing. We create a framework for building AR applications that manages user interaction modes, user interface panels, and AR onboarding graphics that you will save as a template for reuse in other projects in this book. Using this framework, you will build multiple projects, starting with a virtual photo gallery that lets you place your favorite framed photos on your real-world walls, and interactively edit these virtual objects. Other projects include an educational image tracking app for exploring the solar system, and a fun selfie app to put masks and accessories on your face. The book provides practical advice and best practices that will have you up and running quickly. By the end of this AR book, you will be able to build your own AR applications, engaging your users in new and innovative ways. What you will learn Discover Unity engine features for building AR applications and games Get up to speed with Unity AR Foundation components and the Unity API Build a variety of AR projects using best practices and important AR user experiences Understand the core concepts of augmented reality technology and development for real-world projects Set up your system for AR development and learn to improve your development workflow Create an AR user framework with interaction modes and UI, saved as a template for new projects Who this book is for This augmented reality book is for game developers interested in adding AR capabilities to their games and apps. The book assumes beginner-level knowledge of Unity development and C# programming, familiarity with 3D graphics, and experience in using existing AR applications. Beginner-level experience in developing mobile applications will be helpful to get the most out of this AR Unity book.

Real-Time Computer Vision Christopher M. Brown, Demetri Terzopoulos, 1995-03-30 This first book on real-time computer vision will interest all involved in the design and programming of visually guided systems.

Robot Operating System (ROS) Anis Koubaa, 2021-07-17 This book is the sixth volume of the successful book series on Robot Operating System: The Complete Reference. The objective of the book is to provide the reader with comprehensive coverage of the Robot Operating Systems (ROS) and the latest trends and contributed systems. ROS is currently considered as the primary development framework for robotics applications. There are seven chapters organized into three parts. Part I presents two chapters on the emerging ROS 2.0 framework; in particular, ROS 2.0 is become increasingly mature to be integrated into the industry. The first chapter from Amazon AWS deals with the challenges that ROS 2 developers will face as they transition their system to be commercial-grade. The second chapter deals with reactive programming for both ROS1 and ROS. In Part II, two chapters deal with advanced robotics, namely on the usage of robots in farms, and the second deals with platooning systems. Part III provides three chapters on ROS navigation. The first chapter deals with the use of deep learning for ROS navigation. The second chapter presents a detailed tuning guide on ROS navigation and the last chapter discusses SLAM for ROS applications. I believe that this book is a valuable companion for ROS users and developers to learn more ROS capabilities and features.

Learn Kotlin for Android Development Peter Späth, 2019-05-30 Build Android apps and learn the essentials of the popular Kotlin programming language and APIs. This book will teach you the key Kotlin skills and techniques important for creating your very own Android apps. Apart from introducing Kotlin programming, Learn Kotlin for Android Development stresses clean code principles and introduces object-oriented and functional programming as a starting point for developing Android apps. After reading and using this book, you'll have a foundation to take away and apply to your own Kotlin-based Android app development. You'll be able to write useful and efficient Kotlin-based apps for Android, using most of the features Kotlin as a language has to offer. What You Will Learn Build your first Kotlin app that runs on Android Work with Kotlin classes and objects for Android Use constructs, loops, decisions, and scopes Carry out operations on data Master data containers, arrays, and collections Handle exceptions and access external libraries Who This Book Is For Very little programming experience is required: no prior knowledge of Kotlin needed.

Unity 2018 Augmented Reality Projects Jesse Glover, 2018-07-30 Augmented Reality offers the magical effect of blending the physical world with the virtual world. On the other hand, Unity is now the leading platform to develop augmented reality experiences since it provides a great pipeline to work with 3D assets. This book will educate you about the specifics of augmented reality development in Unity 2018.

Android System Programming Roger Ye, 2017-05-31 Build, customize, and debug your own Android system About This Book Master Android system-level programming by integrating, customizing, and extending popular open source projects Use Android emulators to explore the true potential of your hardware Master key debugging techniques to create a hassle-free development environment Who This Book Is For This book is for Android system programmers and developers who want to use Android and create indigenous projects with it. You should know the important points about the operating system and the C/C++ programming language. What You Will Learn Set up the Android development environment and organize source code repositories Get acquainted with the Android system architecture Build the Android emulator from the AOSP source tree Find out how to enable WiFi in the Android emulator Debug the boot up process using a customized Ramdisk Port your Android system to a new platform using VirtualBox Find out what recovery is and see how to enable it in the AOSP build Prepare and test OTA packages In Detail Android system programming involves both hardware and software knowledge to work on system level programming. The developers need to use various techniques to debug the different components in the target devices. With all the challenges, you usually have a deep learning curve to master relevant knowledge in this area. This book will not only give you the key knowledge you need to understand Android system programming, but will also prepare you as you get hands-on with projects and gain debugging skills that you can use in your future projects. You will start by exploring the basic setup of AOSP, and building and testing an emulator image. In the first project, you will learn how to customize and extend the Android emulator. Then you'll move on to the real challenge—building your own Android system on VirtualBox. You'll see how to debug the init process, resolve the bootloader issue, and enable various hardware interfaces. When you have a complete system, you will learn how to patch and upgrade it through recovery. Throughout the book, you will get to know useful tips on how to integrate and reuse existing open source projects such as LineageOS (CyanogenMod), Android-x86, Xposed, and GApps in your own system. Style and approach This is an easy-to-follow guide full of hands-on examples and system-level programming tips.

Trends and Innovations in Information Systems and Technologies Álvaro Rocha, Hojjat Adeli, Luís Paulo Reis, Sandra Costanzo, Irena Orovic, Fernando Moreira, 2020-06-07 This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional

experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human-Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.

Learning Embedded Android N Programming Ivan Morgillo,Stefano Viola,2016-07-29 Create the perfectly customized system by unleashing the power of Android OS on your embedded device About This Book Understand the system architecture and how the source code is organized Explore the power of Android and customize the build system Build a fully customized Android version as per your requirements Who This Book Is For If you are a Java programmer who wants to customize, build, and deploy your own Android version using embedded programming, then this book is for you. What You Will Learn Master Android architecture and system design Obtain source code and understand the modular organization Customize and build your first system image for the Android emulator Level up and build your own Android system for a real-world device Use Android as a home automation and entertainment system Tailor your system with optimizations and add-ons Reach for the stars: look at the Internet of Things, entertainment, and domotics In Detail Take a deep dive into the Android build system and its customization with Learning Embedded Android Programming, written to help you master the steep learning curve of working with embedded Android. Start by exploring the basics of Android OS, discover Google's "repo" system, and discover how to retrieve AOSP source code. You'll then find out to set up the build environment and the first AOSP system. Next, learn how to customize the boot sequence with a new animation, and use an Android "kitchen" to "cook" your custom ROM. By the end of the book, you'll be able to build customized Android open source projects by developing your own set of features. Style and approach This step-by-step guide is packed with various real-world examples to help you create a fully customized Android system with the most useful features available.

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Jetpack Sdk 06 Introduction

In this digital age, the convenience of accessing information at our fingertips has become a necessity. Whether its research papers, eBooks, or user manuals, PDF files have become the preferred format for sharing and reading documents. However, the cost associated

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