Android is a mobile operating system developed by Google, based on the Linux kernel and designed primarily for touchscreen mobile devices such as smartphones and tablets. Android’s user interface is mainly based on direct manipulation, using touch gestures that loosely correspond to real-world actions, such as swiping, tapping and pinching, to manipulate on-screen objects, along with a virtual keyboard for text input. This reference book helps Android developers to instantly design a good user interface, design differences between phone and tablet applications, how to avoid common pitfalls. Check Latest Price and User Reviews on Amazon.

Android Cookbook is written by Ian F. Darwin. This Android study material includes many important topics that help you to work with user interfaces, multitouch gestures, location awareness, and specific device features like phone, camera, and accelerometer. This book is also proving the best reference material for developers familiar with Java, Android basics, and the Java SE API. This book provides a clear solution and sample code you can use in your project right away. The Android Tablet Developer’s Cookbook helps experienced Android developers leverage new Android 4.2.2 features to build compelling applications that take full advantage of tablets’ bigger screens, dual-core processors, and larger, faster memory. Tightly focused on Android 4.2.2’s tablet-related capabilities, it presents an unparalleled library of easy-to-reuse code for solving real-world problems. Everything is organized in modular, standalone sections designed to help students quickly find what they’re looking for. Series. This product is part of the following series. Click on a series.