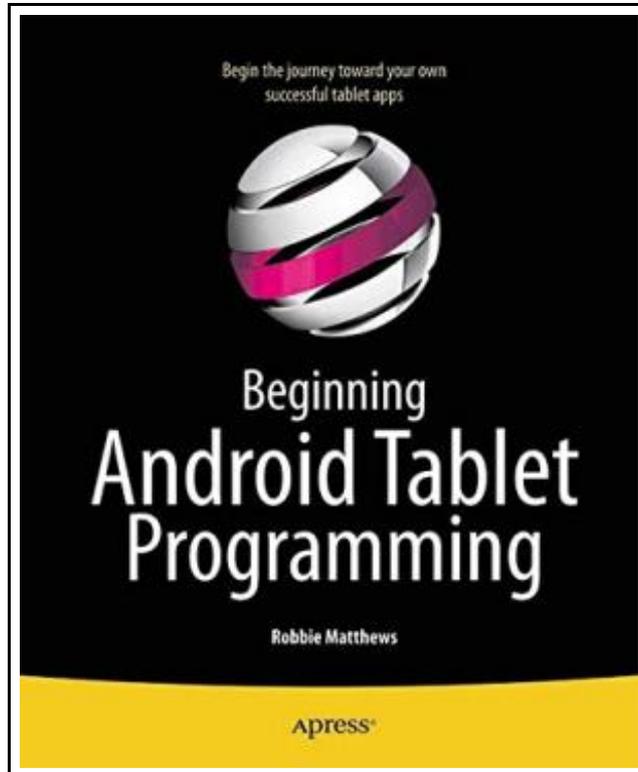


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BEGINNING ANDROID TABLET PROGRAMMING



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Apress. Paperback. Book Condition: New. Paperback. 292 pages. Dimensions: 9.2in. x 7.5in. x 0.7in. Beginning Android Tablet Programming starts off by showing how to get your system ready for Android tablet programming. You wont need any previous Android experience, because youll learn all about the basic structure of an Android program and how the Android operating system worksand then youll learn how to write your first Android tablet application from scratch! Beginning Android Tablet Programming then equips you to build a set of interesting and fully-working Android tablet applications. These projects will give you the inspiration and insights to build your own Android programs in the future. Youll be introduced to 2D programming, and youll see what you can do with a touch screen interface and the Honeycomb SDK. Of course, 3D programming is even more alluring for many programmers. If that includes you, youll learn about how Honeycomb has changed the game for Android graphics programming, and get your first taste of 3D programming on an Android tablet. Lights, camera, action! Youll learn along the way how Android Honeycomb gives you access, through your programming, to all those interesting sensors that tablet computers are equipped with todaybeyond the touch screen itself. Youll learn, for example, how you to use a tablet GPS sensor to locate your car! Youll also discover how you can access files on your tabletor on the webthrough programming, and then build on that insight to create your own file browser application. This Android project contains many useful coding techniques appropriate for many situations you might encounter in your future programming Android tablet applications; youll be glad to have them under your belt. So do you want to write programs that can receive and send reminder messages via SMS Do you want to write your first 2D...



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