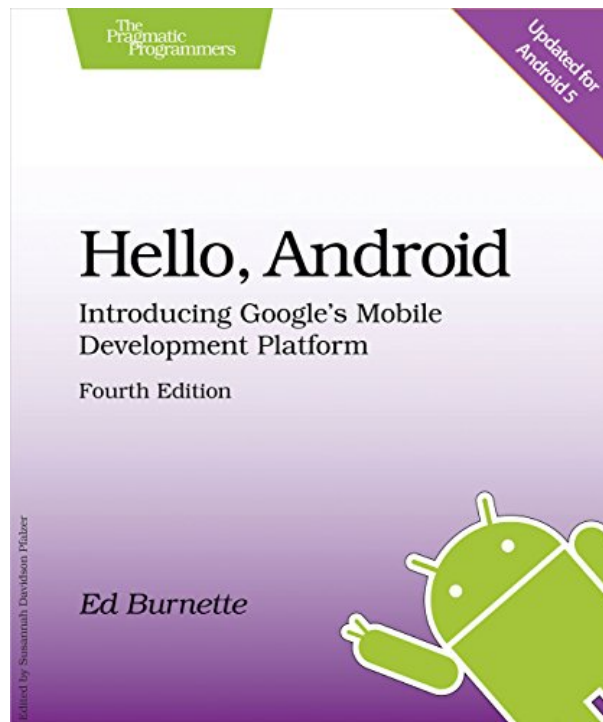# HELLO, ANDROID: INTRODUCING GOOGLE'S MOBILE DEVELOPMENT PLATFORM BY ED BURNETTE

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Introducing Google's Mobile
Development Platform

Fourth Edition

Ed Burnette

Edited by Susannah Davidson Pfalzer

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Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started.

Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app could be running on all those devices!

Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store.

This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android.

If you'd rather be coding than reading about coding, this book is for you.

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0 of 0 people found the following review helpful.
Good book, unique and an interesting project to program
By Mark L. Nelson

I would say this is a very good book for a beginner. It has many very good reverences and explains everything fairly clearly. You don't really have to understand the code initially in order to compile and install the rather unique Tic Tac Toe game that the book describes and, is in fact the project of the book. The reason is that all the code is downloadable from a site described in the book and, as the Android Studio compiler is free (the link is in the book also). One can copy the code into the compiler and have a working app in a few days (counting for a few glitches along the way). But that is not the end. The book goes on to show how one to publish a finished product, assuming you go further than just the example in the book. Having said all of that, I do want to point out the at the author goes to some length to explain what the code does and explores other aspects like calling web services and using SQL. Though it would help to have some computer and programming knowledge (especially for debugging), I am sure any one could learn to compile this project with a bit of effort.

3 of 4 people found the following review helpful.
I Really Liked and Enjoyed the Material Provided In This Book
By Shawn Kovacich
Well I must say that I wasn't quite sure what to expect when I got this book. Was it going to be to technical or was it going to be mostly in layman's terms and easy to understand. Surprisingly it is a little of both, but lends itself to be more in the layman's terms in my opinion and much easier to read and understand. I haven't actually started making an app yet, but it is something that I do want to do for a variety of reasons, and this book has been a really big help in laying down the basics in order to get started and really fleshes it out step-by-step in order to make the process simple to understand and just as simple to implement. I plan or reading through this book at least one more time before I actually start the process of building an app in order to hopefully make the process simpler. However, that usually is not the case for me and I end up doing it a couple of times in order to get it down right, and that is why having this book as a reference is going to make things so much easier.

Shawn Kovacich
Author and Creator of numerous books and DVD's.

0 of 0 people found the following review helpful.
Well written and organized, Assumes previous Java experience
By pseudonym
Ed Burnette's "Hello, Android: Introducing Google's Mobile Development Platform, 4th edition" is a well written and well-paced primer on writing for the Android platform. It does not make assumptions that the reader has worked with Android previously, but does assume prior knowledge of the Java programming language. Basic concepts specific to Android, such as the application life-cycle, are covered. As is usual, the code is available online so as to reduce the amount of typing needed. The book covers Android versions 4.1 (Jelly Bean) through the current 5 (Lollipop). Those looking for features specific to Android phones (as opposed to tablets), such as telephony, will need to supplement this book with additional reference material. The book is nicely formatted and well organized, and provides clear illustrations.

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