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6CB - MILA WILLIAMSON

HTML5 Game Development Insights is a from-the-trenches collection of tips, tricks, hacks, and advice straight from professional HTML5 game developers. The 24 chapters here include unique, cutting edge, and essential techniques for creating and optimizing modern HTML5 games. You will learn things such as using the Gamepad API, real-time networking, getting 60fps full screen HTML5 games on mobile, using languages such as Dart and Type-Script, and tips for streamlining and automating your workflow. Game development is a complex topic, but you don't need to reinvent the wheel. HTML5 Game Development Insights will teach you how the pros do it. The book is comprised of six main sections: Performance; Game Media: Sound and Rendering; Networking, Load Times, and Assets; Mobile Techniques and Advice; Cross-Language JavaScript; Tools and Useful Libraries. Within each of these sections, you will find tips that will help you work faster and more efficiently and achieve better results. Presented as a series of short chapters from various professionals in the HTML5 gaming industry, all of the source code for each article is included and can be used by advanced programmers immediately.

This book constitutes the thoroughly refereed proceedings of the first International Conference on Context-Aware Systems and Applications, ICCASA 2012, held in Ho Chi Minh City, Vietnam, in November 2012. The 34 revised full papers presented were carefully selected and reviewed from over 100 submissions. The papers cover a wide spectrum of issues in the area of Context-Aware Systems (CAS). CAS are going to shape networked computing systems of the future
Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market.

The full-color guide to making the most of your iPhone The iPhone is a hugely popular smartphone that offers many convenient features, including a camera, turn-by-turn driving directions, a calendar, and more. But if you're just adopting one for the first time, chances are you could use a friendly companion to help you make sense of its features. The easy-to-follow steps in this book will help you manage, personalize, and communicate using your new iPhone. With iPhone For Seniors For Dummies, you will discover how to do everything from shop online and organize appointments using iCal, to taking and sharing pictures and downloading and listening to your favorite music. Stay in touch with FaceTime and email Use iCal and Reminders to stay organized Share photos, play games, and read e-books Download and use apps There's no better resource around for first-time, over-50 iPhone users!

Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in--depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including

view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.

This volume LNCS 12927 constitutes the papers of the 18th International Conference on Trust, Privacy and Security in Digital Business, TrustBus 2021, held in September 2021 as part of the DEXA 2021 conference. The event was held virtually due to COVID-19 pandemic. The 11 full papers presented were carefully reviewed and selected from 30 submissions regarding advancements in the state of the art and practice of trust and privacy in digital business. The papers are organized in topical sections: Trust Evaluation; Security Risks; Web Security; Data Protection and Privacy

Controls; and Privacy and Users

This book constitutes the proceedings of the 18th International Conference on Computer Information Systems and Industrial Management Applications, CISIM 2019, held in Belgrade, Serbia, in September 2019. The 43 full papers presented together with 3 abstracts of keynotes were carefully reviewed and selected from 70 submissions. The main topics covered by the chapters in this book are biometrics, security systems, multimedia, classification and clustering, industrial management. Besides these, the reader will find interesting papers on computer information systems as applied to wireless networks, computer graphics, and intelligent systems. The papers are organized in the following topical sections: biometrics and pattern recognition applications; computer information systems; industrial management and other applications; machine learning and high performance computing; modelling and optimization; various aspects of computer security.

Fully updated for Android Studio 3.6, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.6 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market. Original.

This book serves as a comprehensive guide for using a Nexstar Evolution mount with WiFi SkyPortal control, walking the reader through the process for aligning and operating the system from a tablet or smartphone. The next generation Go-To mount from Celestron, this is compatible not only with the Nextstar Evolution but also with older mounts. It is the ideal resource for anyone who owns, or is thinking of owning, a Nexstar Evolution telescope, or adapting their existing Celestron mount. Pros and cons of the system are thoroughly covered with a critical depth that addresses any possible question by users. Beginning with a brief history of Go-To telescopes and the genesis of this still new technology, the author covers every aspect of the newly expanding capability in observing. This includes the associated Sky Portal smartphone and tablet application, the transition from the original Nexstar GoTo system to the new SkyPortal system, the use of the Sky Portal application with its Sky Safari 4 basic software and Celestron WiFi adaptations, and discussions on the use of SkyPortal application using the Celestron adapter on older Celestron mounts. Comments and recommendations for equipment enable the reader to successfully use and appreciate the new WiFi capability without becoming overwhelmed. Extensively illustrated using actual screenshots from the program interface, this is the only guide to the Nextstar SkyPortal an observer will need.

The objective of this edited book is to gather best practices in the development and management of mobile apps projects. Mobile Apps Engineering aims to provide software engineering lecturers, students and researchers of mobile computing a starting point for developing successful mobile apps. To achieve these objectives, the book's contributors emphasize the essential concepts of the field, such as apps design, testing and security, with the intention of offering a compact, self-contained book which shall stimulate further research interest in the topic. The editors hope and believe that their efforts in bringing this book together can make mobile apps engineering an independent discipline inspired by traditional software engineering, but taking into account the new challenges posed by mobile computing.

This 8-volumes set constitutes the refereed of the 25th International Conference on Pattern Recognition Workshops, ICPR 2020, held virtually in Milan, Italy and rescheduled to January 10 - 11, 2021 due to Covid-19 pandemic. The 416 full papers presented in these 8 volumes were carefully reviewed and selected from about 700 submissions. The 46 workshops cover a wide range of areas including machine learning, pattern analysis, healthcare, human behavior, environment, surveillance, forensics and biometrics, robotics and egovision, cultural heritage and document analysis, retrieval, and women at ICPR2020.

Google has unveiled its latest Pixel 6 phone series with several new and modified features. If you're one of the many that pulled the trigger on a shiny Google Pixel 6 and pixel 6 Pro5G, you made an excellent decision. The device still holds its own against many newer devices with plenty of new features. You're probably getting used to your new phone, but it takes time to truly become a master of the Pixel. It would be practically impossible to know about every single feature the device has to offer. That's why we've put together this Google Pixel 6 and Google Pixel 6 Pro tips and tricks guide to try out. Get this guide now to know how to use the features that are in the new Google Pixel.

Readers gain a strong foundation in Java programming and the confidence in technical skills to build working mobile applications with ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, 3E. Written by an award-winning technology author, this book thoroughly introduces Java with an emphasis on creating effective mobile applications. The book is ideal for readers with some programming experience or those new to Java and Android Studio. The book's hands-on tutorial approach offers step-by-step instruction and numerous screen shots to guide you through tasks. Practical callouts, industry tips, cases and assignments reinforce understanding of programming logic and Java tools for Android. Content is both relevant for today and focused on programming principles for the future. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A comprehensive guide to securing all mobile applications by approaching the issue from a hacker's point of view. This book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS, Android, Blackberry, and Windows Mobile platforms. You will learn a proven methodology for approaching mobile application assessments, and the techniques used to prevent, disrupt, and remediate the various types of attacks. Coverage includes data storage, cryptography, transport layers, data leakage, injection attacks, runtime manipulation, security controls, and cross-platform apps, with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security.

Fully updated for Android Studio 2.3 and Android 7, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 7 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. The key new features of Android Studio and Android 7 are also covered in detail including the new Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, direct reply notifications, Firebase remote notifications and multi-window support. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. As-

suming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. Other key features of Android Studio 4.1 and the Android 11 SDK

are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing,

transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Android adopted Gradle as the preferred build automation system a few years ago, but many Android developers are still unfamiliar with this open source tool. This hands-on guide provides a collection of Gradle recipes to help you quickly and easily accomplish the most common build tasks for your Android apps. You'll learn how to customize project layouts, add dependencies, and generate many different versions of your app. Gradle is based on Groovy, yet very little knowledge of the JVM language is required for you to get started. Code examples use Android SDK version 23, with emulators from Marshmallow (Android 6) or Lollipop (An-

droid 5). If you're comfortable with Java and Android, you're ready. Understand Gradle's generated build files for Android apps Run Gradle from the command line or inside Android Studio Add more Java libraries to your Android app Import and export Eclipse ADT projects Digitally sign a Release APK for the Google Play store Use product flavors to build many versions of the same app Add custom tasks to the Gradle build process Test both your app's Android and non-Android components Improve the performance of your Gradle build

This two-volume set LNICST 335 and 336 constitutes the post-conference proceedings of the 16th International Conference on Security and Privacy in Communication Networks, SecureComm 2020, held in Washington, DC, USA, in October 2020. The conference was held virtually due to COVID-19 pandemic. The 60 full papers were carefully reviewed and selected from 120 submissions. The papers focus on the latest scientific research results in security and privacy in wired, mobile, hybrid and ad hoc networks, in IoT technologies, in cyber-physical systems, in next-generation communication systems in web and systems security and in pervasive and ubiquitous computing.

The Ultimate Guide to Mastering an Android device for Beginners and Seniors! If you're holding your shiny new Android smartphone and wondering how to get the most from it, then you've come to the right place. There are different versions of the software, there are plenty of different manufacturer skins layered over that Android core, like those from Samsung or LG, and there's a limitless level of customization you can apply from Google Play, or other third-party sources. Very Few Android devices

are alike, but all Android devices have the same foundation. So, starting at the beginning, here's a book to guide you on how to use your new phone. It takes more than a good eye and an amazing tech knowledge to use android like a pro. With the help of Android Phones User Guide for Beginners, you'll find all the expert advice and know how you need to unlock your phone's capabilities to their fullest potential. From working with the basics of setup and exposure to making sense of your camera's fanciest features and so much more. Here's a preview of what you'll learn Learn the five basic options for setting up and customizing your phone How to use the find my phone feature How to backup your contacts Put your skills together to take excellent pictures To grab a copy, please scroll to the top of this page and click the buy now button!

This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience.

Digibyte is the newest blockchain in the cyber currency market. A blockchain is a term used to refer to the series of aligned blocks that contain and maintain the record of all cryptocurrency transactions that occur. It has its genesis in the release of Bitcoin in 2008 but has grown in practically and efficiency since being made public. Among the latest blockchains is the new Digibyte. It is a decentralized blockchain and virtual asset that is designed to protect user data, currency trading and information. Since being launched in 2014, the new platform has continued to expand what it offers as well as to heighten the security offered to users.

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their exten-sive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member. Need help with your new Android phone or tablet? Are you new to smartphones in general, or coming from an iPhone or Blackberry? The Guide to Android for Seniors is a book written specifically for those who have difficulty using electronics, such as phones, personal computers, and tablet computers. There is a wealth of knowledge about all types of Android devices in this book, regardless of the manufacturer or model, and can be easily accessed and navigated for quick reference. Whether you are puzzled about managing your electronic address book, or how to take and send a picture to a friend, you will find the information in this guide. The Internet is riddled with advanced tips and tricks, but the goal of this

book is to sort through the extra information to simplify your first experience with using an Android phone or tablet. Help is here! Here are some examples of the topics discussed in this guide: - Charging the Device - Finding the Android Buttons - Calling a Contact - Assigning a Speed Dial - Using the Speakerphone During a Voice Call - Adding a New Contact - Composing a New Text Message - Adding an Attachment to a Text Message - Taking a Picture - Capturing a Video - Navigating to a Web Page - Setting Up Email - Setting Up a Google Account - Buying an Application - Importing Your Contacts from Another Phone - Adjusting the Brightness - Saving on Data Costs with Your Phone PLUS, what to do when the phone - Does not turn on - Can't make a call - Touchscreen does not respond as expected ...and much more!

Smartphones have been widely accepted by mass market users and enterprise users. However, the threats related to Smartphones have emerged. Smartphones carry substantial amounts of sensitive data. There have been successful attacks in the wild on jail broken phones. Therefore, smartphones need to be treated like a computer and have to be secured from all types of attacks. There is proof of concept attacks on Apple iOS and Google Android. This project aims to analyze some of the attacks on Smartphones and find possible solutions in order to defend the attacks. Thereby, this project is based on a proof of concept malware for testing antivirus software.

Discover an all in one handbook to developing immersive and cross-platform Android games About This Book Practical tips and tricks to develop powerful Android games Learn to successfully implement microtransactions and monitor the performance of your game once it's out live. Integrate Google's DIY VR tool and Google Cardboard into your games to join in on the VR revolution Who This Book Is For This book is ideal for any game developer, with prior knowledge of developing games in Android. A good understanding of game development and a basic knowledge on Android platform application development and JAVA/C++ will be appreciated. What You Will Learn Learn the prospects of Android in Game Development Understand the Android architecture and explore platform limitation and variations Explore the various approaches for Game Development using Android Learn about the common mistakes and possible solutions on Android Game Development Discover the top Cross Platform Game Engines and port games on different android platform Optimize memory and performance of your game. Familiarize yourself with different ways to earn money from Android Games In Detail Gaming in android is an already established market and growing each day. Previously games were made for specific platforms, but this is the time of cross platform gaming with social connectivity. It requires vision of polishing, design and must follow user behavior. This book would help developers to predict and create scopes of improvement according to user behavior. You will begin with the guidelines and rules of game development on the Android platform followed by a brief description about the current variants of Android devices available. Next you will walk through the various tools available to develop any Android games and learn how to choose the most appropriate tools for a specific purpose. You will then learn JAVA game coding standard and style upon the Android SDK. Later, you would focus on creation, maintenance of Game Loop using Android SDK, common mistakes in game development and the solutions to avoid them to improve performance. We will

deep dive into Shaders and learn how to optimize memory and performance for an Android Game before moving on to another important topic, testing and debugging Android Games followed by an overview about Virtual Reality and how to integrate them into Android games. Want to program a different way? Inside you'll also learn Android game Development using C++ and OpenGL. Finally you would walk through the required tools to polish and finalize the game and possible integration of any third party tools or SDKs in order to monetize your game when it's one the market! Style and approach The book follows a handbook approach, focused on current and future game development trend from every possible aspect including monetization and sustainability in the market.

Since its first volume in 1960, Advances in Computers has presented detailed coverage of innovations in computer hardware, software, theory, design, and applications. It has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow. As a result, many articles have become standard references that continue to be of sugnificant, lasting value in this rapidly expanding field. In-depth surveys and tutorials on new computer technology Well-known authors and researchers in the field Extensive bibliographies with most chapters Many of the volumes are devoted to single themes or subfields of computer science
This book constitutes the thoroughly refereed short papers, workshops and doctoral consortium papers of the 23rd European Conference on Advances in Databases and Information Systems, AD-BIS 2019, held in Bled, Slovenia, in September 2019. The 19 short

research papers and the 5 doctoral consortium papers were carefully reviewed and selected from 103 submissions, and the 31 workshop papers were selected out of 67 submitted papers. The papers are organized in the following sections: Short Papers; Workshops Papers; Doctoral Consortium Papers; and cover a wide spectrum of topics related to database and information systems technologies for advanced applications.
Please note that this paperback has a black-and-white interior and a full-color cover Finally, a simplified guide on Android Phones is here- this guide is indeed a splendid companion for phones using Android OS 8.0/8.1 (Android Oreo). This is a very thorough, no-nonsense guide, useful for both experts and newbies. This guide contains a lot of information on Android Phones. It is full of actionable steps, hints, notes, screenshots and suggestions. This guide is particularly useful for newbies/beginners and seniors; nevertheless, I strongly believe that even the techy guys will find some benefits reading it. This Book Can Be Used As A Manual For: >Moto E5, E5 Play and E5 Plus >Moto G6, G6 Play and G6 Plus >Sony Xperia XZ2, XZ2 Compact and XZ2 Premium >Sony Xperia XA2 and XA2 Ultra >Samsung Galaxy S9 and S9 Plus >Samsung Galaxy J3, J4, J6, J7, J7 Duo and J8 (2018 Models) >Huawei Mate 10 and 10 Pro >LG G7 ThinQ and LG Stylo 4 >And many other Android 8/8.1 phones Enjoy yourself as you go through this very comprehensive guide. PS: Please make sure you do not give the gift of an Android Phone without giving this companion guide alongside with it. This guide makes your gift a complete one.
When you're under pressure to produce a well designed, easy-to--navigate mobile app, there's no time to reinvent the wheel. This

concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you're designing a simple iPhone application or one that's meant to work for every popular mobile OS on the market.

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail,

including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the Constraint-Layout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Take a practical approach to becoming a leading-edge Android developer, learning by example while combining the many technologies needed to create a successful, up-to-date web app. Practical Android Projects introduces the Android software development kit and development tools of the trade, and then dives into building cool-looking and fun apps that put Android's amazing capabilities to work. Android is the powerful, full-featured, open source mobile platform that powers phones like Google Nexus, Motorola Droid, Samsung Galaxy S, and a variety of HTC phones and tablet computers. This book helps you quickly get Android projects up and running with the free and open source Eclipse, NetBeans, and IntelliJ IDEA IDEs. Then you build and extend mobile applications using the Android SDK, Java, Scripting Layer for Android (S-L4A), and languages such as Python, Ruby, Javascript/HTML, Flex/AIR, and Lua.

In our hyper-connected digital world, cybercrime prevails as a ma-

jor threat to online security and safety. New developments in digital forensics tools and an understanding of current criminal activities can greatly assist in minimizing attacks on individuals, organizations, and society as a whole. The Handbook of Research on Digital Crime, Cyberspace Security, and Information Assurance combines the most recent developments in data protection and information communication technology (ICT) law with research surrounding current criminal behaviors in the digital sphere. Bridging research and practical application, this comprehensive reference source is ideally designed for use by investigators, computer forensics practitioners, and experts in ICT law, as well as academicians in the fields of information security and criminal science.

Pro Android 3 starts with the basics, giving you a firm foundation in Android development. It then builds on this foundation to teach you how to build real-world and fun mobile applications using the new Android 3.0 SDK. This book covers advanced concepts in detail including maps, geocoding, services, live folders, drag and drop, touchscreens, and the new Android 3.0 features: fragments and ActionBar. Pro Android 3 is uniquely comprehensive: it covers sensors, text to speech, OpenGL, live widgets, search, and the audio and video APIs. Using the code-heavy tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media, sensors, and long-running services. And you'll check out what's new with Android 3.0, including the improved UI across all Android platforms, drag and drop, fragment dialogs, and more, giving you the knowledge to create stunning, cutting-edge apps, while keeping you agile enough to respond to changes in the future.