Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours)

By Carmen Delessio, Lauren Darcey, Shane Conder

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In just 24 sessions of one hour or less, learn how to build powerful apps for the world's most popular mobile platform: Android 4.3. Using this book's straightforward, step-by-step approach, you'll build complete Android 4.3 apps from the ground up as you master the skills you need to design, develop, test, and publish powerful solutions. Extensively updated for Android's newest features and tools, every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success!

Highlights of this new Third Edition include:

- Extensive new coverage: fragments, action bar, SQLite, content providers, Facebook SDK, and more
- Practical guidance on developing for multiple Android versions
- How to use open source projects to simplify Android development
- New topic-focused structure with at least one complete project in nearly every chapter

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- Use a SQLite database and content providers to create responsive, data-driven apps

- Write social apps using the Facebook Android SDK
- Use contact and calendar data
- Build location-based apps using LocationManager APIs or the new Google Play Location Services
- Internationalize your apps
- Work with media and cameras
- Use open-source libraries to add "finishing touches"
- Package and publish apps to Google Play and other app stores

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Editorial Review

About the Author
Carmen Delessio is an senior application developer who has worked as a developer, technical architect, and CTO in large and small organizations. Carmen began his online development career at Prodigy, where he worked on early Internet applications, shopping apps, and fantasy baseball. He has written for Mashable and AndroidGuys and is the author of *Sams Teach Yourself Google TV App Development in 24 Hours*.

Lauren Darcey is a multi-published Android author with several Pearson books to her credit, along with earlier editions of this book. Lauren is technical leader of Mamlambo, Inc., a firm specializing in mobile development and consulting with Android, iOS, Blackberry, and other mobile platforms. She has more than two decades of software development experience under her belt and is a recognized authority in enterprise architecture and commercial-grade mobile development.

Shane Conder is also a multi-published Android author with several Pearson books to his credit, along with earlier editions of this book. Shane has extensive development experience and has focused his attention on mobile and embedded development for the past two decades. He has designed and developed many commercial apps for Android, iOS, BREW, Blackberry, J2ME, Palm, and Windows Mobile, some of which have been installed on millions of phones worldwide.

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From reader reviews:

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