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guided tour of Android Studio in Compose development mode The book also covers the creation of custom Composables and explains how functions are combined to create user interface layouts including row column box flow pager and list components Other topics covered include data handling using state properties and key user interface design concepts such as modifiers navigation bars and user interface navigation Additional chapters explore building your own reusable custom layout components securing your apps with Biometric authentication and integrating Google Maps The book covers graphics drawing user interface animation transitions Kotlin Flows and gesture handling Chapters also cover view models SQLite databases Room database access the Database Inspector live data and custom theme creation You will also learn to generate extra revenue from your app using in app billing Finally the book explains how to package up a completed app and upload it to the Google Play Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download Assuming you already have some rudimentary programming experience are ready to download Android Studio and the Android SDK and have access to a Windows Mac or Linux system you are ready to start   Android Studio 3.5 Development Essentials - Kotlin Edition Neil Smyth,2019-09-03 Fully updated for Android Studio 3 5 and Android 10 Q 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 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 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 5 and Android 10 are also covered in detail including the Layout Editor the ConstraintLayout and ConstraintSet classes constraint chains and barriers and direct reply notifications Chapters also cover advanced features of Android Studio such as App Links Dynamic Delivery 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

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