

# Contents

**Preface** **xiv**

**Before You Begin** **xxii**

**1 Introduction to Android** **1**

- 1.1 Introduction 2
- 1.2 Android Overview 4
- 1.3 Android 2.2 (Froyo) 7
- 1.4 Android 2.3 (Gingerbread) 10
- 1.5 Android 3.0 (Honeycomb) 12
- 1.6 Android Ice Cream Sandwich 15
- 1.7 Downloading Apps from the Android Market 16
- 1.8 Packages 17
- 1.9 Android Software Development Kit (SDK) 18
- 1.10 Object Technology: A Quick Refresher 20
- 1.11 Test-Driving the **Doodlz** App in an Android Virtual Device (AVD) 23
- 1.12 Deitel Resources 32
- 1.13 Android Development Resources 33
- 1.14 Wrap-Up 34

**2 Android Market and App Business Issues** **35**

- 2.1 Introduction 36
- 2.2 Building Great Android Apps 36
- 2.3 Android Best Practices 38
  - 2.3.1 Compatibility 38
  - 2.3.2 Supporting Multiple Screens 40
  - 2.3.3 Android User Interface Guidelines 40
- 2.4 Registering at Android Market 44
- 2.5 Setting Up a Google Checkout Merchant Account 44
- 2.6 `AndroidManifest.xml` File 45
- 2.7 Preparing Your Apps for Publication 46
- 2.8 Uploading Your Apps to Android Market 51
- 2.9 Other Android App Marketplaces 54
- 2.10 Pricing Your App: Free or Fee 54
- 2.11 Monetizing Apps with In-App Advertising 56
- 2.12 Monetizing Apps: Using In-App Billing to Sell Virtual Goods in Your Apps 57

**viii Contents**

2.13	Launching the <b>Market</b> App from Within Your App	59
2.14	Managing Your Apps in Android Market	59
2.15	Marketing Your App	59
2.16	Other Popular App Platforms	64
2.17	Android Developer Documentation	65
2.18	Android Humor	66
2.19	Wrap-Up	67

**3 Welcome App 68**

*Dive-Into® Eclipse and the ADT Plugin*

3.1	Introduction	69
3.2	Technologies Overview	69
3.3	Eclipse IDE	70
3.4	Creating a New Project	71
3.5	Building the Welcome App's GUI with the ADT's Visual Layout Editor	74
3.6	Examining the main.xml File	87
3.7	Running the <b>Welcome</b> App	89
3.8	Wrap-Up	89

**4 Tip Calculator App 91**

*Building an Android App with Java*

4.1	Introduction	92
4.2	Test-Driving the <b>Tip Calculator</b> App	93
4.3	Technologies Overview	94
4.4	Building the App's GUI	94
4.4.1	TableLayout Introduction	94
4.4.2	Creating the Project and Adding the TableLayout and Components	95
4.4.3	Reviewing the Layout So Far	99
4.4.4	Customizing the Components to Complete the Design	99
4.4.5	Final XML Markup for the <b>Tip Calculator</b> GUI	102
4.4.6	strings.xml	106
4.5	Adding Functionality to the App	106
4.6	Wrap-Up	116

**5 Favorite Twitter® Searches App 117**

*SharedPreferences, Buttons, Nested Layouts, Intents, AlertDialogs, Inflating XML Layouts and the Manifest File*

5.1	Introduction	118
5.2	Test-Driving the <b>Favorite Twitter Searches</b> App	119
5.3	Technologies Overview	121
5.4	Building the App's GUI and Resource Files	123
5.4.1	main.xml TableLayout	123
5.4.2	Creating the Project	124
5.4.3	Creating the Resource Files	124

5.4.4	Adding the <code>TableLayout</code> and Components	126
5.4.5	Creating a <code>TableRow</code> That Displays a Search and an <code>Edit</code> Button	130
5.5	Building the App	131
5.6	<code>AndroidManifest.xml</code>	142
5.7	Wrap-Up	143

## **6 Flag Quiz Game App 146**

*Assets, AssetManager, Tweened Animations, Handler, Menus and Logging Error Messages*

6.1	Introduction	147
6.2	Test-Driving the <b>Flag Quiz Game</b> App	151
6.3	Technologies Overview	151
6.4	Building the App's GUI and Resource Files	153
6.4.1	<code>main.xml</code> <code>LinearLayout</code>	153
6.4.2	Creating the Project	153
6.4.3	Creating and Editing the Resource Files	154
6.4.4	Adding the Components to the <code>LinearLayout</code>	155
6.4.5	Creating a Button That Can Be Dynamically Inflated	158
6.4.6	Creating the Flag Shake Animation	158
6.5	Building the App	160
6.6	<code>AndroidManifest.xml</code>	174
6.7	Wrap-Up	175

## **7 Cannon Game App 176**

*Listening for Touches and Gestures, Manual Frame-By-Frame Animation, Graphics, Sound, Threading, SurfaceView and SurfaceHolder*

7.1	Introduction	177
7.2	Test-Driving the <b>Cannon Game</b> App	178
7.3	Technologies Overview	179
7.4	Building the App's GUI and Resource Files	181
7.4.1	Creating the Project	181
7.4.2	<code>AndroidManifest.xml</code>	181
7.4.3	<code>strings.xml</code>	182
7.4.4	<code>main.xml</code>	182
7.4.5	Adding the Sounds to the App	183
7.5	Building the App	183
7.5.1	<code>Line</code> Class Maintains a <code>Line</code> 's Endpoints	183
7.5.2	<code>CannonGame</code> Subclass of <code>Activity</code>	183
7.5.3	<code>CannonView</code> Subclass of <code>View</code>	186
7.6	Wrap-Up	203

**x** Contents

**8 SpotOn Game App 204**

*Property Animation, ViewPropertyAnimator, AnimatorListener, Thread-Safe Collections, Default SharedPreferences for an Activity*

8.1	Introduction	205
8.2	Test-Driving the SpotOn Game App	206
8.3	Technologies Overview	207
8.4	Building the App's GUI and Resource Files	208
8.4.1	AndroidManifest.xml	208
8.4.2	main.xml RelativeLayout	208
8.4.3	untouched.xml ImageView for an Untouched Spot	209
8.4.4	life.xml ImageView for a Life	209
8.5	Building the App	210
8.5.1	SpotOn Subclass of Activity	210
8.5.2	SpotOnView Subclass of View	212
8.6	Wrap-Up	224

**9 Doodlz App 225**

*Two-Dimensional Graphics, SensorManager, Multitouch Events and Toasts*

9.1	Introduction	226
9.2	Test-Driving the Doodlz App	227
9.3	Technologies Overview	228
9.4	Building the App's GUI and Resource Files	229
9.4.1	Creating the Project	229
9.4.2	AndroidManifest.xml	230
9.4.3	strings.xml	230
9.4.4	main.xml	231
9.4.5	color_dialog.xml	231
9.4.6	width_dialog.xml	233
9.5	Building the App	234
9.5.1	Doodlz Subclass of Activity	234
9.5.2	DoodleView Subclass of View	247
9.6	Wrap-Up	256

**10 Address Book App 258**

*ListActivity, AdapterViews, Adapters, Multiple Activities, SQLite, GUI Styles, Menu Resources and MenuInflater*

10.1	Introduction	259
10.2	Test-Driving the Address Book App	261
10.3	Technologies Overview	262
10.4	Building the GUI and Resource Files	263
10.4.1	Creating the Project	264

10.4.2	AndroidManifest.xml	264
10.4.3	styles.xml	264
10.4.4	textview_border.xml	265
10.4.5	AddressBook Activity's Layout: contact_list_item.xml	266
10.4.6	ViewContact Activity's Layout: view_contact.xml	266
10.4.7	AddEditContact Activity's Layout: add_contact.xml	266
10.4.8	Defining the App's MenuItems with menu Resources in XML	268
10.5	Building the App	269
10.5.1	AddressBook Subclass of ListActivity	269
10.5.2	ViewContact Subclass of Activity	275
10.5.3	AddEditContact Subclass of Activity	281
10.5.4	DatabaseConnector Utility Class	284
10.6	Wrap-Up	290

## **11 Route Tracker App 291**

*Google Maps API, GPS, LocationManager, MapActivity, MapView and Overlay*

11.1	Introduction	292
11.2	Test-Driving the Route Tracker App	294
11.3	Technologies Overview	296
11.4	Building the GUI and Resource Files	298
11.4.1	Creating the Project	298
11.4.2	AndroidManifest.xml	298
11.4.3	Route Tracker Layout: main.xml	299
11.5	Building the App	300
11.5.1	RouteTracker Subclass of MapActivity	300
11.5.2	BearingFrameLayout Subclass of FrameLayout	311
11.5.3	RouteOverlay Subclass of Overlay	314
11.6	Wrap-Up	318

## **12 Slideshow App 319**

*Gallery and Media Library Access, Built-In Content Providers, MediaPlayer, Image Transitions, Custom ListActivity Layouts and the View-Holder Pattern*

12.1	Introduction	320
12.2	Test-Driving the Slideshow App	323
12.3	Technologies Overview	324
12.4	Building the GUI and Resource Files	327
12.4.1	Creating the Project	327
12.4.2	Using Standard Android Icons in the App's GUI	327
12.4.3	AndroidManifest.xml	327
12.4.4	Layout for ListView Items in the Slideshow ListActivity	328
12.4.5	Slideshow ListActivity's Menu	328
12.4.6	Layout for the EditText in the Set Slideshow Name Dialog	329

**xii Contents**

12.4.7	Layout for the SlideshowEditor ListActivity	329
12.4.8	Layout for ListView Items in the SlideshowEditor ListActivity	330
12.4.9	Layout for the SlideshowPlayer Activity	330
12.5	Building the App	331
12.5.1	SlideshowInfo Class	331
12.5.2	Slideshow Subclass of ListActivity	332
12.5.3	SlideshowEditor Subclass of ListActivity	343
12.5.4	SlideshowPlayer Subclass of ListActivity	351
12.6	Wrap-Up	358

**13 Enhanced Slideshow App 360**

*Serializing Data, Taking Pictures with the Camera and Playing Video in a VideoView*

13.1	Introduction	361
13.2	Test-Driving the Enhanced Slideshow App	362
13.3	Technologies Overview	363
13.4	Building the GUI and Resource Files	364
13.4.1	Creating the Project	365
13.4.2	AndroidManifest.xml	365
13.4.3	SlideshowEditor ListActivity's Modified Layout	366
13.4.4	PictureTaker Activity's Layout	366
13.4.5	SlideshowPlayer Activity's Modified Layout	366
13.5	Building the App	367
13.5.1	MediaItem Class	367
13.5.2	SlideshowInfo Class	368
13.5.3	Slideshow Class	370
13.5.4	SlideshowEditor Class	375
13.5.5	PictureTaker Subclass of Activity	378
13.5.6	SlideshowPlayer Class	384
13.6	Wrap-Up	389

**14 Weather Viewer App 390**

*Web Services, JSON, Fragment, ListFragment, DialogFragment, ActionBar, Tabbed Navigation, App Widgets, Broadcast Intents and BroadcastReceiver*

14.1	Introduction	391
14.2	Test-Driving the Weather App	393
14.3	Technologies Overview	394
14.4	Building the App's GUI and Resource Files	396
14.4.1	AndroidManifest.xml	396
14.4.2	WeatherViewerActivity's main.xml Layout	397
14.4.3	Default Cities and ZIP Codes in arrays.xml	398
14.4.4	WeatherViewerActivity's actionmenu.xml Menu Layout	398
14.4.5	WeatherProvider App Widget Configuration and Layout	399

14.5	Building the App	399
14.5.1	Class WeatherViewerActivity	400
14.5.2	Class CitiesFragment	415
14.5.3	Class AddCityDialogFragment	422
14.5.4	Class ForecastFragment	425
14.5.5	Class SingleForecastFragment	425
14.5.6	Class ReadLocationTask	432
14.5.7	Class ReadForecastTask	436
14.5.8	Class FiveDayForecastFragment	442
14.5.9	Class ReadFiveDayForecastTask	447
14.5.10	Class DailyForecast	452
14.5.11	Class WeatherProvider	453
14.6	Wrap-Up	459

**Index** **460**

## Chapters on the Web

See the *Online Chapters* section of the *Preface* for information on downloading these chapters.

### 15 PHAB's Pizza App

*Text-to-Speech, Speech-to-Text and Telephony*

### 16 Voice Recorder App

*Audio Recording and Playback*

### 17 Enhanced Address Book App

*Bluetooth*

### 18 3D Art App

*OpenGL ES 3D Rendering*

### 19 HTML5 Favorite Twitter® Searches App

*Bonus Chapter: HTML5, CSS3 and JavaScript for Experienced Web Developers*

