

Android Quick APIs Reference



Onur Cinar

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Android Quick APIs Reference

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*Dedicated to my son Deren, my wife Sema, and my parents,
Zekiye and Dogan, for their love and their continued support.*

—Onur Cinar



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About the Author



Onur Cinar is the author of *Android Apps with Eclipse* and *Pro Android C++ with the NDK*, and the co-author of *Android Best Practices*. He has over 19 years of experience in the design, development, and management of large-scale complex software projects, primarily in mobile and telecommunication space. His expertise spans VoIP, video communication, mobile applications, grid computing, and networking technologies on

diverse platforms. He has been actively working with the Android platform since its beginning. He has a B.S. degree in Computer Science from Drexel University in Philadelphia, PA. He is currently working at the Skype division of Microsoft as the Principal Development Manager responsible for the Skype Qik, GroupMe, Skype for Android, and Lync for Android products.

About the Technical Reviewer



Michael Thomas has worked in software development for more than 20 years as an individual contributor, team lead, program manager, and Vice President of Engineering. Michael has over 10 years' experience working with mobile devices. His current focus is in the medical sector using mobile devices to accelerate information transfer between patients and health care providers.

Preface

Android is no longer just an operating system for mobile devices. It powers all sorts of connected devices, like TVs, and wearables. With its vast set of APIs (application programming interfaces), the Android platform enables endless opportunities for developers.

The Android Quick APIs Reference is a condensed code and API reference to the Android platform, including the new APIs that are introduced in Android Lollipop 5.0. It presents the essential Android APIs in a well-organized format that can be used as a handy reference.

The book extensively uses URLs to the official Android API Reference pages to enable you to dive into things as needed. The book is packed with useful information and is a must-have for any mobile or Android app developer or programmer.

What you'll learn

- Short introduction to the Android platform and its development environment.
- Essential parts of Android applications, such as the user interface components, the notifications, and the resources.
- Storing and accessing data using Android APIs.
- Accessing the location, and using device sensors.
- Recording and playing back video and audio content, and accessing the camera.

Who this book is for

This book is a quick, handy syntax reference for experienced Android programmers and a concise, easily digested introduction for other programmers new to Android.