

Lauren Darcey  
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Second Edition



# Android<sup>TM</sup>

## Wireless Application Development

**Developer's Library**



# Android™ Wireless Application Development

Second Edition

Shane Conder  
Lauren Darcey



◆ Addison-Wesley

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The start-to-finish guide to  
Android application development:  
massively updated for the newest  
SDKs and developer techniques!

# Android™ Wireless Application Development Second Edition

This book delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. The authors introduce the Android platform, explain the principles of effective Android application design, and present today's best practices for crafting effective user interfaces. Next, they offer detailed coverage of each key Android API, including data storage, networking, telephony, location-based services, multimedia, 3D graphics, and hardware.

Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. This new edition also adds

- Nine new chapters covering web APIs, the Android NDK, extending application reach, managing users, data synchronization, backups, advanced user input, and more
- Greatly expanded coverage of Android manifest files, content providers, app design, and testing
- New coverage of hot topics like Bluetooth, gestures, voice recognition, App Widgets, live folders, live wallpapers, and global search
- Updated 3D graphics programming coverage reflecting OpenGL ES 2.0
- An all-new chapter on tackling cross-device compatibility issues, from designing for the smallest phones to the big new tablets hitting the market
- Even more tips and tricks to help you design, develop, and test applications for different devices
- A new appendix full of Eclipse tips and tricks


This book is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers.

**Lauren Darcey** is technical leader of a software company specializing in mobile development and consulting with Android, iPhone, Blackberry, and other leading platforms. With more than 20 years' experience in professional software production, she is a recognized authority in application architecture and the development of commercial-grade mobile applications. **Shane Conder** has more than a decade of experience with mobile and embedded development. He has designed and built many commercial applications for Android, iPhone, BREW, Blackberry, J2ME, Palm, and Windows Mobile, including apps installed on millions of phones worldwide. Find the authors at [androidbook.blogspot.com](http://androidbook.blogspot.com).

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