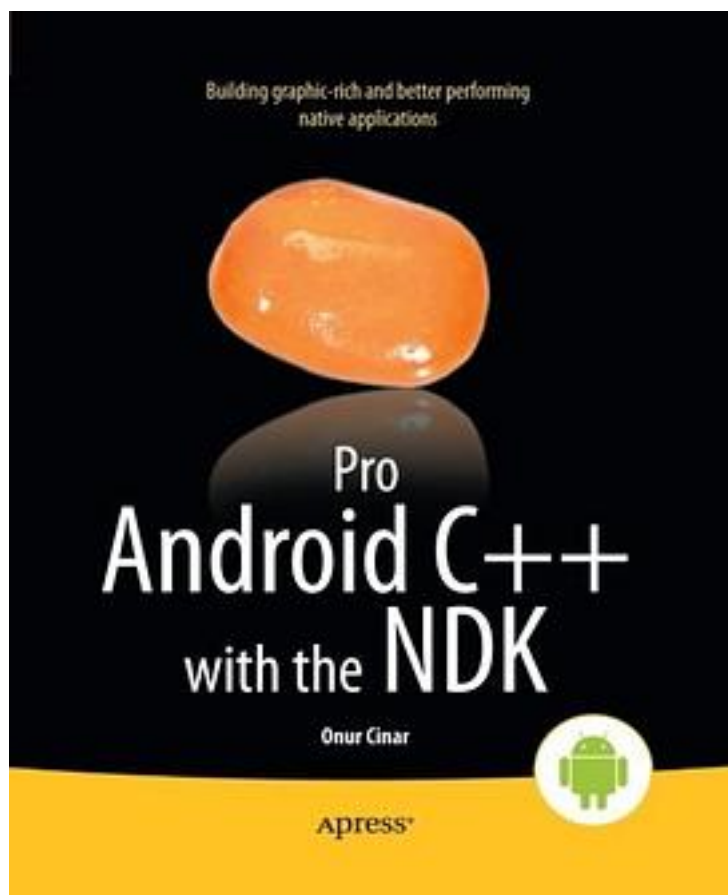


Pro Android C++ with the NDK



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Android is one of the major players in the mobile phone market. Android is a mobile platform that is built on the top of Linux operating system. The native-code support on Android offers endless opportunities to application developers, not limited the functionality that is provided by Android framework. Pro Android C++ with the NDK

Native Development Kit) is an advanced tutorial and professional reference for today's more sophisticated app developers now porting, developing or employing C++ and other native code to integrate into the Android platform to run more graphically intense apps, more sophisticated game apps and better performing apps in general.

Introduces the Android platform, and getting up to speed with the Android NDK, and exploring the APIs that are provided in native space.

Gives an overview of Java Native Interface (JNI), native multithreading, the C++ Standard Template Library (STL), and NEON/SIMD optimization from an advanced perspective, with tips and recommendations.

Using a native-code (C/C++) game app case study, this book explores tools for troubleshooting, debugging, analyzing memory issues, unit testing, unit test code coverage, performance measurement, on native applications, as well as integrating the Android NDK toolchain into existing Autoconf, Makefile, CMake, or JAM based build systems.

What you'll learn

What is the Android platform, and getting up to speed with the Android NDK

What are the Android NDK APIs including Native Activity support, OpenGL ES, OpenSL ES, OpenMAX AL, JNI Graphics, and Sensor APIs.

How to use Java Native Interface (JNI), Simplified Wrapper and Interface Generator (SWIG) to automatically generate the JNI code to connect native-code to the Java world.

What are and how to use C++ and the Standard Template Library (STL)

How to do multithreading through POSIX Threads How to optimize code through NEON/SIMD, compiler vectorization, and intrinsics

How to debug through GDB, DDD, and the Eclipse Debugger How to analyze memory through Valgrind, Electric Fence, Memwatch, YAMC

How to measure App performance through GProf

How to do unit testing and code coverage through GCov

How to use and integrate the Android NDK toolchain into existing build systems such as Autoconf, Makefiles, CMake, and JAM

Who this book is for

This book is for software professionals who are interested in leveraging the Android NDK to port their existing native-code app, such as C++, to the Android platform, as well as existing Android developers who are interested in improving their apps overall performance by utilizing native-code.

作者介绍:

Onur Cinar has over 17 years of experience in 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 Android platform since its beginning. He has a Bachelor of Science degree in Computer Science from Drexel University in Philadelphia, PA, United States. He is currently working at Skype as the Sr. Product Engineering Manager for Skype client on Android platform

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评论

基本入门书，步骤很详细，例子略显简单。

最关注Native Graphics API这一章节，不过作者的描写很不到位

比较入门，主要是实例介绍

队里的元老走了 = = 留下的那一块native code的空白由我来填充 挑战与机会并存哇
…… 紧跟技术的脚步 加油>o

和慕课网的这个视频教程<http://www.imooc.com/learn/411>结合起来看更棒

读过中文版的

较系统的介绍了NDK的使用，调试定位方法。还介绍了相关的多个C/C++库的用法，bio
nic，pthread用法，CPP
STL有多种选择，介绍了每一种怎么用。还介绍了android下如何用ndk操作bitmap,以
及ANativeWindow,并且有个播放器的例子，完成同样功能，如何用这两种方式实现。

感觉一般，知道了swig

Native实现Socket和最后一章的NDK优化算是本书的特色，可供参考

知识分散

感觉不太好，不够深入，达不到自己购买的目的。

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书评

感觉NDK从android 2.1开始到现在变化好大，貌似09年google IO那时候android team的工程师还说，我不认为我们需要再继续扩大对native code的支持了，JNI已经可以任何事情 blablabla ^_^ google对于支持的C/C++库不是照搬全收，也许是出于少而精的原因觉得没必要， ...

国内的书籍大部分还是停留在4.0以前的非holo主题界面的demo。这本书虽然是2012年左右写好的。但是已经足够新。
本书其实算是一个Guideline.让你从Java到JNI到C/C++有个很好的引导性的例子。归根结底其实就是Linux c编程。然后套一层JNI。正因为如此，如果你C/C++功底相当不...

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