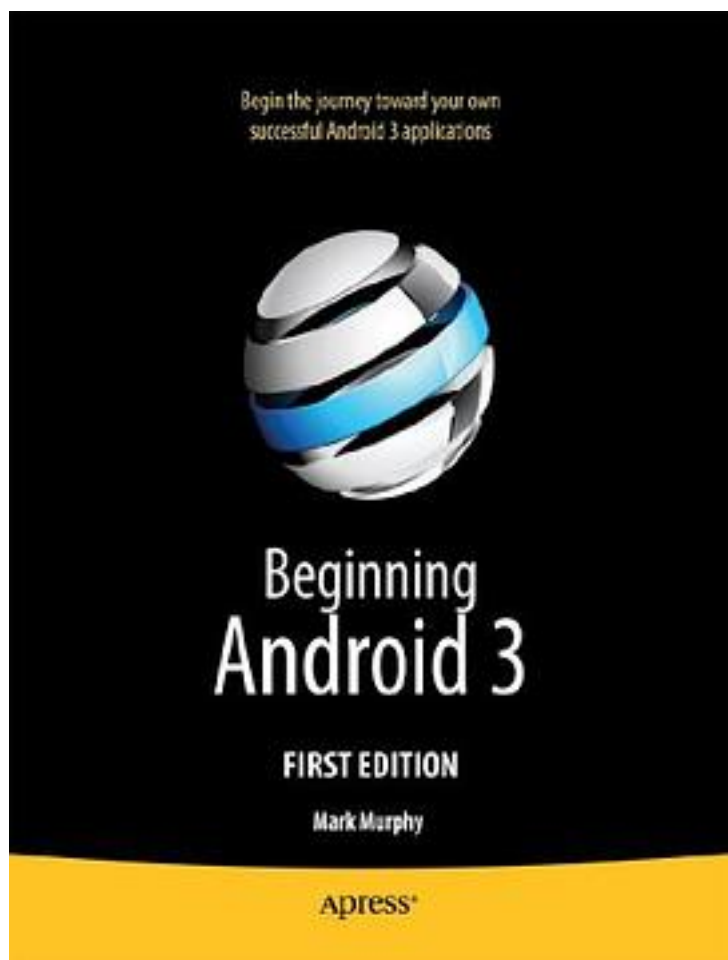# Beginning Android 3

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The vibrant and rich Android development platform, created by Google and the Open Handset Alliance, continues to be a platform in its truest sense, encompassing hundreds of classes beyond the traditional Java classes and open source components

that ship with the SDK. Android's continued growth includes support for Flash and Flash Gaming Apps, WIFI tethering, improved performance, WebM or WebMedia integration for HTML 5 based video and other multimedia APIs, Chrome OS (WebOS) integration, and more. With Beginning Android 3 , you'll learn how to develop applications for Android 3 mobile devices using simple examples that are ready to run with your copy of the SDK. Author, Android columnist, developer, and community advocate Mark L. Murphy will show you what you need to know to get started programming Android applications, including how to craft GUIs, use GPS, Multi-touch, Multi-tasking, and access web services. What you'll learn Discover Android and how to use it to build Java-based mobile applications for a wide range of phones and devices. Create user interfaces using both the Android widget framework and the built-in WebKit-powered Web browser components. Utilize the distinctive capabilities of the Android engine, including location tracking, maps, and Internet access. Use and create Android applications incorporating activities, services, content providers, and broadcast receivers. Support Android 3 and earlier devices, including dealing with multiple Android OS versions, multiple screen sizes, and other device-specific characteristics. Create Flash game and other apps on Android. Build and experience the array of new WebM video and other multimedia APIs for Android and more. Who this book is for This book is aimed at people new to mobile development.

作者介绍:

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标签

Android

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计算机科学

移动开发

评论

新出的书难下哇 电子版难找哇＝。＝ 呃 是说在不想花钱买的情况下～
跟本书第二版相比 改进的那部分其实跟踪android developer site的API updates
对照着练习就可以了 已经看完并熟练第二版的同学不用再专门花钱买
花时间精力看这本……

其实只是本开发手册的节选,重排…加了一点截图,Sample等…

A very good android for freshman

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书评

主要问题是：组织得不好，不能让读者快速形成全局的概念，细节也不够深入，排版很
松散。我会继续review其他android教材，比如： pro android 3 learning android
programming android busy coder's guide to advanced android 敬请关注

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