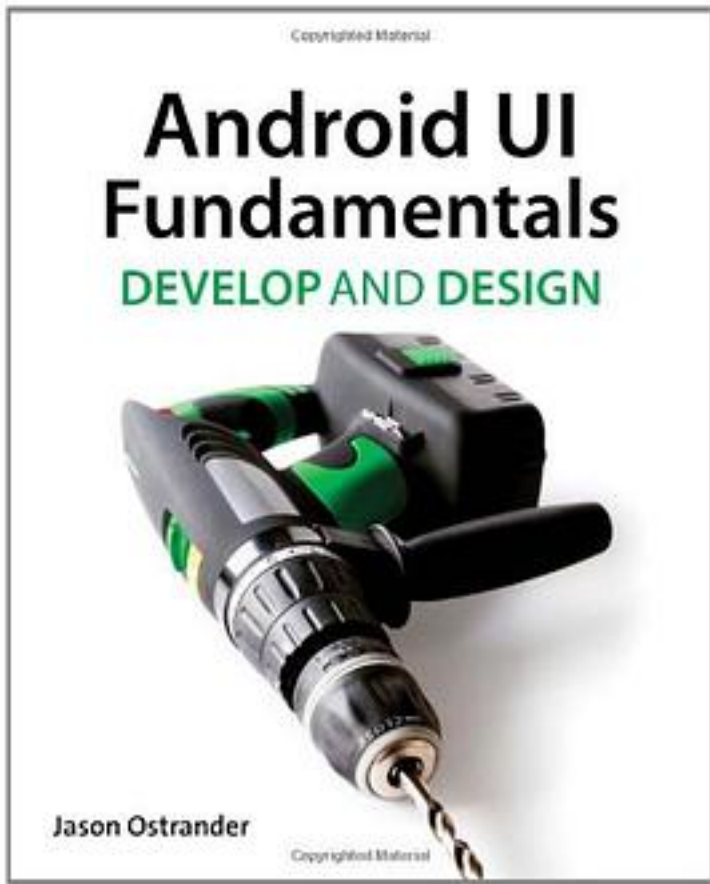


Android UI Fundamentals



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Author Jason Ostrander walks developers through the different choices available on their way to creating a well-designed application for Android. While building a simple application, Jason works through the basics of Android UI development including layout, event handling, menus and notifications. The author then shows the proper

way to load and display images, create advanced dialogs and progress indicators, add animation, and how to build custom UI elements. Jason discusses the proper way of adding interaction through gestures and the advanced graphical options available using Canvas, Renderscript and OpenGL. Finally, he discusses tablet development, the unique differences between phone and tablet UI, and the new APIs available to tablet developers.

作者介绍:

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标签

UI

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android

Android

英文版

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评论

这本书比其他书好一些的地方是，有UI图片展示，直观很多。讲的都是些入门的，不过

代码量也有些偏多，虽然还是重点讲UI的。

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书评

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