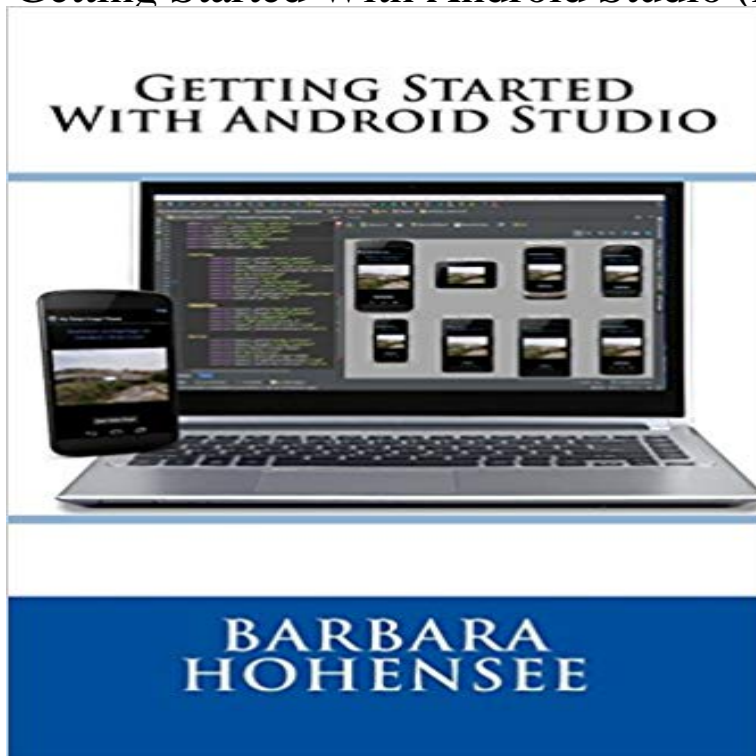


## Getting Started With Android Studio (Mobile Development) (Volume 1)



An introduction to Android Studio The book gives an overview of the new features and capabilities. It starts with installing and configuring Android Studio. You're getting to know the new IDE and its Editor. You learn how to create new Android projects from scratch, import projects of different kind like an old Eclipse Android App or projects from GitHub. The book covers also a quick start into the Gradle build system with several real world examples. Furthermore, you're going to sign, build and run apps and prepare them for the Android Market: Screenshots Signing with the Signing Wizard Signing a Release apk using Gradle Debugging & Logging Create and run Test projects in Android Studio. There are several examples about dependencies and libraries (ActionBar Sherlock, Admob Ads, Google Play SDK, Google Maps v2 Api) Set up your own local Maven repositories to build .aar libraries. Learn about Product Flavors - Build Types - Build Variants and build different APKs from the same project (includes an example with 2 Flavors). Game Development with AndEngine and libGDX Integration of JavaScript games in Android Studio Projects [LIME GameEngine] Developing for Google TV Android Code Templates: What are Android Code Templates Where are the ADT Templates located Making Custom Code Templates Android Wear - The new SDK for smartwatches For the book are several complete and runnable Android Project Examples available for download (Source Code).

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