

Introduction to Java for Android Development LiveLessons Video Training /

G, Ian, author

Electronic videos

Material Proyectable

Introduction to Java for Android Development LiveLessons provides step-by-step guidance for absolute beginners with no programming experience to learn Java by practicing meaningful, real-world Android development. Description In this video training, you first get answers to common questions you have when thinking about becoming a developer or programmer. You then download and install the software that makes writing code easier in order to run a simple app. From there, you dig into understanding the strange characters and words that make up that app before focusing on writing completely new code. With a familiarity of basic code, you focus on making the app interactive by listening to a button being pressed. Next, you look at customizing the app's layout and learning programming techniques to write more complex code. Finally, everything comes together with the addition of saving and loading app data. This video training takes you from no programming experience at all to an understanding of the core parts of Java and Android application development. Skill Level • Beginner What You Will Learn • Install and run the software used to develop Android apps • Read and write both Java and XML • Learn object- oriented programming fundamentals • Add interactivity to an app • Use abstraction and inheritance to simplify and reuse code • Create app layouts Who Should Take This Course b> • Anyone with an interest in learning Java or Android development, whether to simply tinker or start a new career Course Requirements • Basic computer knowledge (how to browse the web and install programs) • Ability to draw at a preschool level • No prior programming experience required Lesson Descriptions b> Lesson 1: Answering Common Questions Everyone who is beginning to learn to program has a lot of questions, and this lesson addresses the most common ones. Lesson 2: Diving in with Your First Android App This lesson focuses on setting up your computer with the right software to make Android development easy. Lesson 3: Starting to Code In this lesson, it's time to jump right into the code and start seeing what's there, how it's organized, and how changes affect the app. Lesson 4: Creating and Using a Class One of Java's fundamental building blocks is the class, so it's covered in detail in Lesson 4. Lesson 5: Using Strings and Logging Strings are an important part of any program, and this lesson shows how to make use of them by logging progress ...

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Descripción física: 1 online resource (1 video file, approximately 12 hr., 57 min.)

Mención de serie: LiveLessons

Nota general: Title from resource description page (viewed July 27, 2016)

Intérpretes: Presenter, Ian Clifton

Materia Título preferido: Android (Electronic resource)

Materia: Application software- Development Mobile computing Java (Computer program language)

Enlace a formato físico adicional: 9780134593968 0134593960

Baratz Innovación Documental

• Gran Vía, 59 28013 Madrid

• (+34) 91 456 03 60

• informa@baratz.es