

# [Android foreign related literature essay sample](https://assignbuster.com/android-foreign-related-literature-essay-sample/)

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Rogers (2009), mentioned that this book provides the concepts and code that is needed to start building smartphone applications with Android programming environment. Android Application Development introduces the environment including the operating system and SDK, and provides working examples with thorough explanations to demonstrate Android’s architectural features and APIs. Whether developers want a commercial application for smartphones or a mobile mash up for personal use, Android Application Development shows how to design, build and test applications that are innovative portable and profitable. Developers will learn the tools that write programs using Eclipse, run application on the Android emulator, and carry out debugging, tracing, and profiling. Greg R. Jacobs (2010), states that Android is the prime OS for developing applications in today for many reasons.

The main reasons being that it is Open Source and Intuitive. In addition it uses Java for development, which is quite an easy language to get used to and develop in. This being said, a lot of you have great ideas for Android applications or applications in general but don’t know where to start. This series will take you behind the scenes and introduce you to the software that will be your best friend while developing for android. On this journey we will start with a “ Hello World” and move on from there to create a database driven application with a touch and scroll interface. The final result will look something like this: Working with tools to develop Android applications will be your greatest asset as you will come to realize early on. All of the tools I use will be listed to make development speedy and efficient while still looking good along the way. At best you will need to acquire Eclipse, I recommend the Eclipse IDE for Java EE Developers version as it is amazing for other types of development as well.

The next tools you will get are the Android SDK, which allows you to hook the SDK into eclipse to reference its API and design an efficient functioning program. After that, this part is optional, look into DroidDraw which is essentially a GUI for designing the interface side of things so that you don’t have to blindly hack your way through the Android SDK and Java jungle. According to Zigurd Mednieks, et. al, (2011). What does it take to build well-engineered Android applications? Explore Android’s core building blocks and APIs in depth with this authoritative guide, and learn how to create compelling apps that work on a full range of Android devices. You’ll work with proven approaches to app design and implementation—including application frameworks that you can use as a starting point for your own projects. Delve into sensors, native development, 3D graphics, and many other topics, and discover how to build apps on the platform of your choice.

If you’re an intermediate to advanced programmer, you’ll learn how to make great Android apps. Learn how to use the Android SDK with the Eclipse IDE. Apply advanced Java concepts regardless of your experience with the language. Create an Android user interface that’s captivating and easy to navigate. Use the Fragment API for tablet user interfaces. Make your application compatible with Honeycomb and earlier versions. Understand Android’s unique database design issues and the role of SQLite. Use sensors and gestures to expand your app’s input beyond just tapping and scrolling.

Explore Android APIs for multimedia, location, communication, NFC, and other applications. In the above literatures, it was mentioned that Android is the prime OS for developing applications in today for it is Open Source and Intuitive. It also stated that Android application can be create using Eclipse and Advanced Java concepts, and design the interface using DroidDraw, which the researchers intend to use as well in the proposed system. The researchers found out that Android application development shows how to design, build and test applications that are innovative portable and profitable.