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# Android Development Patterns Best Practices For Professional Developers Developers Library

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Real-World Android by Tutorials (First Edition)

Mastering Android Development with Kotlin

Introduction to Android Application Development

Learning Android

Proven solutions to common problems in software design for Julia 1.x

Design Patterns and Best Practices in Java

Interaction Design Solutions for Developers

Android Design Patterns and Best Practice

Software Development Patterns and Antipatterns

Android Design Patterns

Smashing Android UI

Learn Android App Development

Build, secure, and deploy enterprise ready serverless applications with AWS to improve developer productivity

Android App Development in Android Studio

Android Development Patterns

Game Programming Patterns

Android Design Patterns and Best Practices - Volume 2

Professional Android 4 Application Development

UI Patterns for Smartphone Apps

Best Practices for Professional Developers

Learning JavaScript Design Patterns

Game Development Patterns and Best Practices

Beginning Android Development with Kotlin

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Best practices

Deep dive into the world of Android to create robust applications with Kotlin

Professional App Development with Kotlin  
Hands-On Design Patterns with Kotlin  
Programming Android  
A Craftsman's Guide to Software Structure and Design  
Android Essentials  
Android Design Patterns  
Android Best Practices  
Responsive User Interfaces and Design Patterns for Android Phones and Tablets

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**MAHONEY CALLUM**

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**Real-World Android by  
Tutorials (First Edition)**  
Payload Media, Inc.

Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way. This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents

and explains in-depth the best practices for Kotlin development. Each item is presented as a clear rule of thumb, supported by detailed explanations and practical examples.  
**Mastering Android Development with Kotlin** Kt. Academy  
"Are you an Android

developer with some experience under your belt? Are you wondering how the experts create efficient and good-looking apps? With this video, your wait is over! We will teach you about different Android development patterns that will enable you to write clean code and make your app stand out from the crowd. Patterns provide a logical and elegant approach to solving many of the development problems that coders face. These patterns act as a guide, creating a clear path from

problem to solution, and although applying a design pattern does not guarantee best practice in itself, it will hugely assist the process and make the discovery of design flaws far easier. The course starts by introducing the Android development environment and exploring its support libraries. You will gradually explore the different design and layout patterns and get to know best practices for how to use them together. Then you'll develop an application that will help

you grasp activities, services, and broadcasts and their roles in Android development."--Resource description page.  
[Introduction to Android Application Development](#)  
 Packt Publishing Ltd  
 Android Development Patterns Best Practices for Professional Developers Addison-Wesley Professional  
[Learning Android](#) Addison-Wesley Professional  
 Create reliable, robust, and efficient Android apps with industry-standard design patterns About This Video Create efficient

object interaction patterns for faster and more efficient Android development Get into efficient and fast app development and start making money from your Android apps Implement industry-standard design patterns and best practices to reduce your app development time drastically In Detail Are you an Android developer with some experience under your belt? Are you wondering how the experts create efficient and good-looking apps? Then your wait will end

with this video! We will teach you about different Android development patterns that will enable you to write clean code and make your app stand out from the crowd. The video starts by introducing the Android development environment and exploring the support libraries. You will gradually explore the different design and layout patterns and get to know the best practices of how to use them together. You'll then develop an application that will help you grasp activities,

services, and broadcasts and their roles in Android development. Moving on, you will add user-detecting classes and APIs such as gesture detection touch screen listeners and sensors to your app. You will also learn to adapt your app to run on tablets and other devices and platforms, including Android Wear, auto, and TV. Finally, you will see how to connect your app to social media. *Proven solutions to common problems in software design for Julia 1.x* Addison-Wesley

Professional With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural

patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written. Understand different pattern categories, including creational, structural, and behavioral. Walk through

more than 20 classical and modern design patterns in JavaScript. Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS. Discover design patterns implemented in the jQuery library. Learn popular design patterns for writing maintainable jQuery plug-ins. "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and

referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

*Design Patterns and Best Practices in Java* R. R. Bowker

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-

offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

**Interaction Design Solutions for Developers** Packt Publishing Ltd

There are many Android programming guides that give you the basics. This book goes beyond simple

apps into many areas of Android development that you simply will not find in competing books.

Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into

the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListView Creating

Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and

Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production Android Design Patterns and Best Practice Pearson Education A definitive guide to mastering and implementing concurrency patterns in your applications Key Features Build scalable



apps with patterns in multithreading, synchronization, and functional programming. Explore the parallel programming and multithreading techniques to make the code run faster. Efficiently use the techniques outlined to build reliable applications.

**Book Description**

Selecting the correct concurrency architecture has a significant impact on the design and performance of your applications. This book explains how to leverage the different

characteristics of parallel architecture to make your code faster and more efficient. To start with, you'll understand the basic concurrency concepts and explore patterns around explicit locking, lock free programming, futures & actors. Then, you'll get insights into different concurrency models and parallel algorithms and put them to practice in different scenarios to realize your application's true potential. We'll take you through multithreading design

patterns, such as master, slave, leader, follower, map-reduce, and monitor, also helping you to learn hands-on coding using these patterns. Once you've grasped all of this, you'll move on to solving problems using synchronizer patterns. You'll discover the rationale for these patterns in distributed & parallel applications, followed by studying how future composition, immutability and the monadic flow help create more robust code. Toward the end of the book, you'll

learn about the actor paradigm and actor patterns - the message passing concurrency paradigm. What you will learn Explore parallel architecture Get acquainted with concurrency models Internalize design themes by implementing multithreading patterns Get insights into concurrent design patterns Discover design principles behind many java threading abstractions Work with functional concurrency patterns Who this book is

for This is a must-have guide for developers who want to learn patterns to build scalable and high-performing apps. It's assumed that you already have a decent level of programming knowledge. *Software Development Patterns and Antipatterns* Android Development Patterns Best Practices for Professional Developers Create reliable, robust, and efficient Android apps with industry-standard design patterns About This Book\* Create efficient object interaction patterns for faster and more

efficient Android development\* Get into efficient and fast app development and start making money from your android apps\* Implement industry-standard design patterns and best practices to reduce your app development time drastically Who This Book Is For If you are an Android developer with some experience who now wants to develop pro-level Android apps that are efficient, fast, and dynamic, then this book is for you. Basic knowledge of Java programming is

expected to get the most out of this book. What You Will Learn\* Build a simple app and run it on real and emulated devices\* Explore the WYSIWYG and XML approaches to material design provided within Android Studio\* Detect user activities by using touch screen listeners, gesture detection, and reading sensors\* Apply transitions and shared elements to employ elegant animations and efficiently use the minimal screen space of mobile devices\* Develop apps that

automatically apply the best layouts for different devices by using designated directories\* Socialize in the digital word by connecting your app to social media\* Make your apps available to the largest possible audience with the AppCompatActivity support library In Detail Are you an Android developer with some experience under your belt? Are you wondering how the experts create efficient and good-looking apps? Then your wait will end with this book! We will teach you about different

Android development patterns that will enable you to write clean code and make your app stand out from the crowd. The book starts by introducing the Android development environment and exploring the support libraries. You will gradually explore the different design and layout patterns and get to know the best practices of how to use them together. Then you'll then develop an application that will help you grasp activities, services, and broadcasts and their roles in Android

development. Moving on, you will add user-detecting classes and APIs such as gesture detection, touch screen listeners, and sensors to your app. You will also learn to adapt your app to run on tablets and other devices and platforms, including Android Wear, auto, and TV. Finally, you will see how to connect your app to social media and explore deployment patterns as well as the best publishing and monetizing practices. The book will start by introducing the Android

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### **Android Design**

#### **Patterns** Genever

#### Benning

Create reliable, robust, and efficient Android apps with industry-standard design patterns About This Book Create efficient object interaction patterns

for faster and more efficient Android development Get into efficient and fast app development and start making money from your android apps Implement industry-standard design patterns and best practices to reduce your app development time drastically Who This Book Is For This book is intended for Android developers who have some basic android development experience. Basic Java programming knowledge is a must to get the most out of this

book. What You Will Learn Build a simple app and run it on real and emulated devices Explore the WYSIWYG and XML approaches to material design provided within Android Studio Detect user activities by using touch screen listeners, gesture detection, and reading sensors Apply transitions and shared elements to employ elegant animations and efficiently use the minimal screen space of mobile devices Develop apps that automatically apply the best layouts for different

devices by using designated directories Socialize in the digital word by connecting your app to social media Make your apps available to the largest possible audience with the AppCompatActivity support library In Detail Are you an Android developer with some experience under your belt? Are you wondering how the experts create efficient and good-looking apps? Then your wait will end with this book! We will teach you about different Android development patterns

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run on tablets and other devices and platforms, including Android Wear, Auto, and TV. Finally, you will learn to connect your app to social media and explore deployment patterns and best publishing and monetizing practices. Style and approach This book takes a step-by-step approach. The steps are explained using real-world practical examples. Each chapter uses case studies where we show you how using design patterns will help in your development process.

*Smashing Android UI*  
Addison-Wesley  
Professional  
Practical Software  
Architecture Solutions  
from the Legendary  
Robert C. Martin (“Uncle  
Bob”) By applying  
universal rules of software  
architecture, you can  
dramatically improve  
developer productivity  
throughout the life of any  
software system. Now,  
building upon the success  
of his best-selling books  
Clean Code and The Clean  
Coder, legendary software  
craftsman Robert C.  
Martin (“Uncle Bob”)

reveals those rules and helps you apply them. Martin’s Clean Architecture doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face—the ones that will make or break your projects. Learn

what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what’s critically important and what’s merely a “detail” Implement optimal, high-level structures for web, database, thick-client, console, and embedded

applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else’s designs. Register your product for convenient access to downloads,

updates, and/or corrections as they become available. *Learn Android App Development* Packt Publishing Ltd Make the most of Kotlin by leveraging design patterns and best practices to build scalable and high performing apps Key Features Understand traditional GOF design patterns to apply generic solutions Shift from OOP to FP; covering reactive and concurrent patterns in a step-by-step manner Choose the best microservices architecture



and MVC for your development environment. Book Description Design patterns enable you as a developer to speed up the development process by providing you with proven development paradigms. Reusing design patterns helps prevent complex issues that can cause major problems, improves your code base, promotes code reuse, and makes an architecture more robust. The mission of this book is to ease the adoption of design patterns in Kotlin and provide good practices for

programmers. The book begins by showing you the practical aspects of smarter coding in Kotlin, explaining the basic Kotlin syntax and the impact of design patterns. From there, the book provides an in-depth explanation of the classical design patterns of creational, structural, and behavioral families, before heading into functional programming. It then takes you through reactive and concurrent patterns, teaching you about using streams, threads, and coroutines to

write better code along the way. By the end of the book, you will be able to efficiently address common problems faced while developing applications and be comfortable working on scalable and maintainable projects of any size. What you will learn: Get to grips with Kotlin principles, including its strengths and weaknesses. Understand classical design patterns in Kotlin. Explore functional programming using built-in features of Kotlin. Solve real-world problems using reactive

and concurrent design patterns Use threads and coroutines to simplify concurrent code flow Understand antipatterns to write clean Kotlin code, avoiding common pitfalls Learn about the design considerations necessary while choosing between architectures Who this book is for This book is for developers who would like to master design patterns with Kotlin to build efficient and scalable applications. Basic Java or Kotlin programming knowledge is assumed *Build, secure, and deploy*

*enterprise ready serverless applications with AWS to improve developer productivity* John Wiley & Sons Become a pro with the latest Android SDK and create state of the art applications for Android. About This Book Dive deep into Android development with practical hands on examples to help you in each stage. Develop smart professional grade apps for the latest Android N version and become a pro android developer. Unclog your

development highway by utilising the industry standard best practices techniques. Who This Book Is For This book is for mobile developers having some expertise in building android apps and who wish to now take a leap into building complex app such as Zomato, using latest Android N power of Google. What You Will Learn Building UI/UX following best industry practices Development of Zomato Clone Measure and improve app performance Improving app using test

mechanisms Bringing the app live on the play store In Detail Android O brings a number of important changes for the users as well as the developers. If you want to create smart android applications which are fast, lightweight and also highly efficient then this is the book that will solve all your problems. You will create a complex enterprise grade app in this book. You will get a quick refresher of the latest android SDK and how to configure your development

environment. Then you will move onto creating app layouts, component and module building, creating smart and efficient UIs. The most important part of a modern day app is how real time they are. With this book, you will create a smooth back-end for your app, ensure dynamic and real time communication between different app layers. As we move on, you will learn to leverage the different Android APIs and create an efficient SQLite data layer for your apps.

You will implement effective testing techniques to make your app reliable and robust and finally you will learn to deploy it efficiently. The multiple stages of android development will also be simplified by giving you an industry standard set of best practices. Style and approach This book will have a dedicated practical tutorial style approach with focus on professional & enterprise grade android app development. The examples in each chapter will be modular

and will also help you to create a complete fully featured android app by the end of the book. [Android App Development in Android Studio](#) Apress Android Best Practices by Godfrey Nolan shows you how to make your Android apps stand out from the crowd with great reviews. Why settle for just making any Android app? Build a brilliant Android app instead that lets your users praise it for ease of use, better performance, and more. Using a series of example apps which gradually evolve

throughout this book, Android Best Practices brings together current Android best practices from user interface (UI)/user experience (UX) design, test-driven development (TDD), and design patterns (e.g., MVC) to help you take your app to the next level. In this book you'll learn how to:

- Use Android design patterns for consistent UI experience on many devices
- Use agile techniques such as test-driven development, behavior-driven development, and

continuous integration

- Improve the speed and overall performance of your app
- Organize an Android app using design patterns such as MVC/MVP
- Create and consume REST and SOAP web services

Designing and developing an app that runs well on many if not all the leading Android smartphones and tablets today can be one of the most daunting challenges for Android developers. Well, this book takes much of the mystery out of that for you. After reading and using Android

Best Practices, you'll become a much better Android app designer and developer, which in turn can make your apps better placed and more successful in the market place.

**Android Development Patterns** Pearson Deutschland GmbH  
The comprehensive developer guide to the latest Android features and capabilities Professional Android, 4th Edition shows developers how to leverage the latest features of Android to create robust

and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to

smart, efficient, effective Android development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Play services *Game Programming Patterns* John Wiley & Sons  
In this book, the CEO of Cazton, Inc. and internationally-acclaimed speaker, Chander Dhall, demonstrates current

website design scalability patterns and takes a pragmatic approach to explaining their pros and cons to show you how to select the appropriate pattern for your site. He then tests the patterns by deliberately forcing them to fail and exposing potential flaws before discussing how to design the optimal pattern to match your scale requirements. The author explains the use of polyglot programming and how to match the right patterns to your business needs. He also details

several No-SQL patterns and explains the fundamentals of different paradigms of No-SQL by showing complementary strategies of using them along with relational databases to achieve the best results. He also teaches how to make the scalability pattern work with a real-world microservices pattern. With the proliferation of countless electronic devices and the ever growing number of Internet users, the scalability of websites has become an increasingly

important challenge. Scalability, even though highly coveted, may not be so easy to achieve. Think that you can't attain responsiveness along with scalability? Chander Dhall will demonstrate that, in fact, they go hand in hand. What You'll Learn Architect and develop applications so that they are easy to scale. Learn different scaling and partitioning options and the combinations. Learn techniques to speed up responsiveness. Deep dive into caching, column-family databases,

document databases, search engines and RDBMS. Learn scalability and responsiveness concepts that are usually ignored. Effectively balance scalability, performance, responsiveness, and availability while minimizing downtime. Who This Book Is For Executives (CXOs), software architects , developers, and IT Pros

**Android Design Patterns and Best Practices - Volume 2**  
"O'Reilly Media, Inc."  
Android Programming:

The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and

run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite

training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:  
<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.p>

df.  
*Professional Android 4 Application Development*  
 "O'Reilly Media, Inc."  
 Master Android development using a variety of Kotlin features  
 About This Book Leverage specific features of Kotlin to ease Android application development  
 An illustrative guide that will help you write code based Kotlin language to build robust Android applications  
 Filled with various practical examples build amazing Android project using Kotlin so you can easily

apply your knowledge to real world scenarios  
 Who This Book Is For The book is for developers who want to build amazing Android applications in an easy and effective way.  
 Basic knowledge of Kotlin is assumed, but you do not need any familiarity with Android development.  
 What You Will Learn Understand the basics of Android development with Kotlin  
 Get to know the key concepts in Android development  
 See how to create modern mobile applications for the



Android platform Adjust your application's look and feel Know how to persist and share application database Work with Services and other concurrency mechanisms Write effective tests Migrate an existing Java-based project to Kotlin In Detail Kotlin is a programming language intended to be a better Java, and it's designed to be usable and readable across large teams with different levels of knowledge. As a language, it helps developers build amazing

Android applications in an easy and effective way. This book begins by giving you a strong grasp of Kotlin's features in the context of Android development and its APIs. Moving on, you'll take steps toward building stunning applications for Android. The book will show you how to set up the environment, and the difficulty level will grow steadily with the applications covered in the upcoming chapters. Later on, the book will introduce you to the Android Studio IDE, which

plays an integral role in Android development. We'll use Kotlin's basic programming concepts such as functions, lambdas, properties, object-oriented code, safety aspects, type parameterization, testing, and concurrency, which will guide you through writing Kotlin code into production. We'll also show you how to integrate Kotlin into any existing Android project. Style and approach In this book, you'll master Android development using Kotlin through real application

examples. We'll introduce you to basic Android concepts and offer guidance from the first steps to the final project. In each chapter, we'll develop one important application functionality as a development milestone. As we progress, you'll become more experienced in Android and our application will progress toward a real-world product. Finally, when we complete the application's development, we'll write proper tests to ensure it's production ready.

### **UI Patterns for Smartphone Apps**

Createspace Independent Publishing Platform  
Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Java programming language. Beginning with the basics, this book provides an outline of the steps

necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and

intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering

general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters

also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

**Best Practices for Professional Developers**

Commonware, LLC  
 Get started with designing your serverless application using optimum design patterns and industry standard practices  
 Key Features  
 Learn the details of popular software patterns and how they are applied to serverless applications  
 Understand key concepts and components in serverless designs  
 Walk away with a thorough understanding of architecting serverless applications  
 Book Description  
 Serverless applications handle many

problems that developers face when running systems and servers. The serverless pay-per-invocation model can also result in drastic cost savings, contributing to its popularity. While it's simple to create a basic serverless application, it's critical to structure your software correctly to ensure it continues to succeed as it grows.  
 Serverless Design Patterns and Best Practices presents patterns that can be adapted to run in a serverless environment.

You will learn how to develop applications that are scalable, fault tolerant, and well-tested. The book begins with an introduction to the different design pattern categories available for serverless applications. You will learn the trade-offs between GraphQL and REST and how they fare regarding overall application design in a serverless ecosystem. The book will also show you how to migrate an existing API to a serverless backend using AWS API Gateway. You

will learn how to build event-driven applications using queuing and streaming systems, such as AWS Simple Queuing Service (SQS) and AWS Kinesis. Patterns for data-intensive serverless application are also explained, including the lambda architecture and MapReduce. This book will equip you with the knowledge and skills you need to develop scalable and resilient serverless applications confidently. What you will learn Comprehend the popular design patterns currently

being used with serverless architectures Understand the various design options and corresponding implementations for serverless web application APIs Learn multiple patterns for data-intensive serverless systems and pipelines, including MapReduce and Lambda Architecture Learn how to leverage hosted databases, queues, streams, storage services, and notification services Understand error handling and system

monitoring in a serverless architecture a serverless architecture Learn how to set up a serverless application for continuous integration, continuous delivery, and continuous deployment Who this book is for If you're a software architect, engineer, or someone who wants to build serverless applications, which are non-trivial in complexity and scope, then this book is for you. Basic knowledge of programming and serverless computing concepts are assumed.