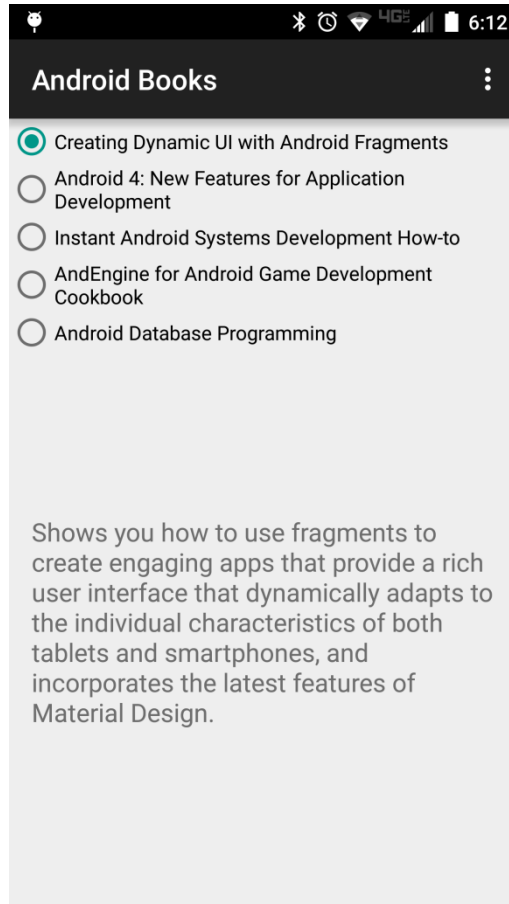
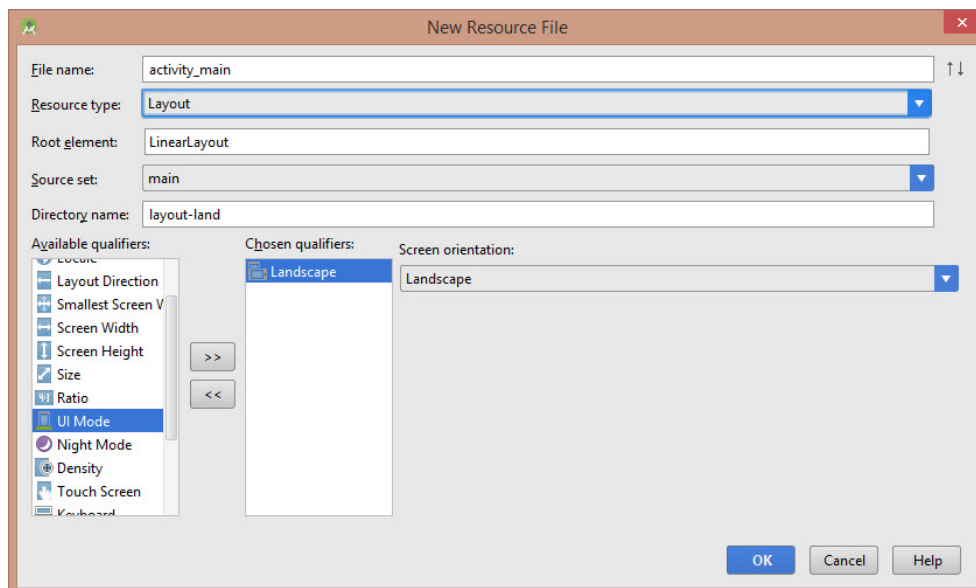
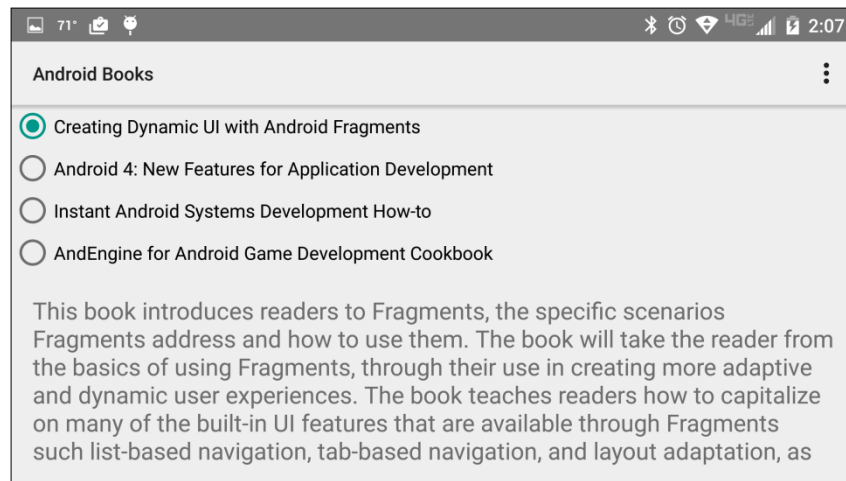
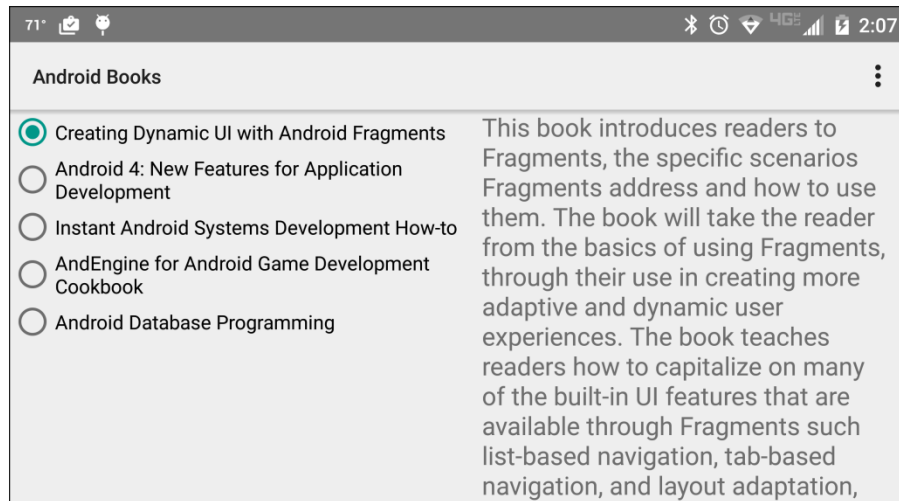
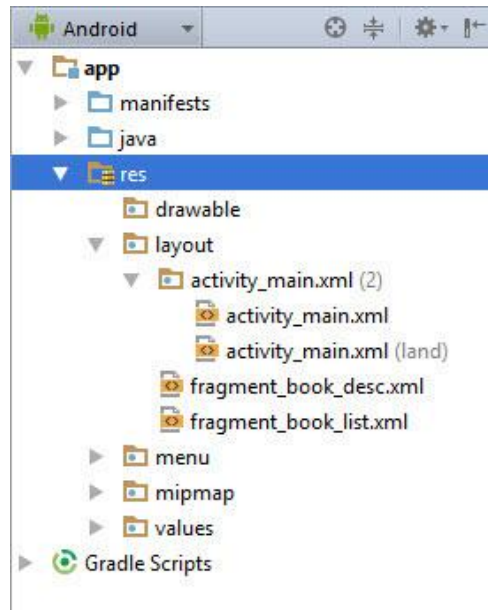


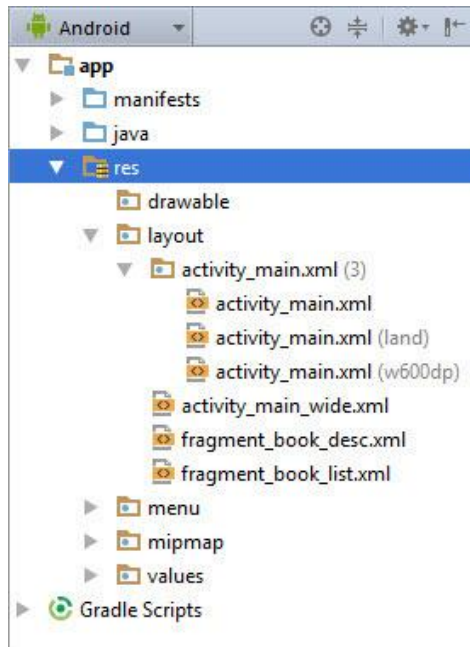
## Chapter 1: Fragments and UI Modularization

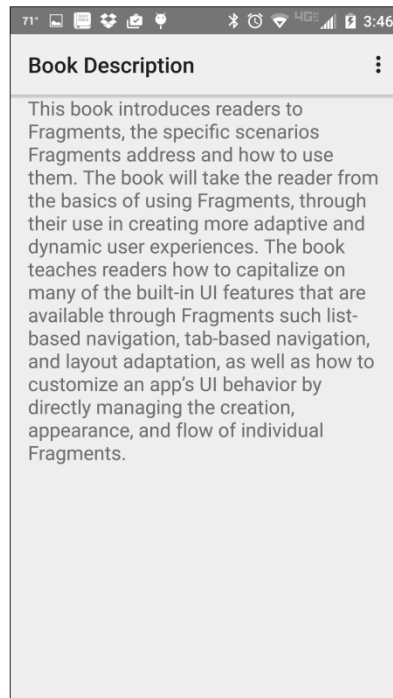
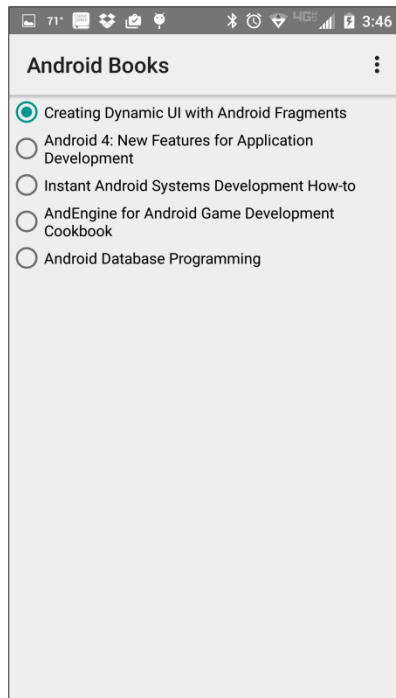


## Chapter 2: Fragments and UI Flexibility

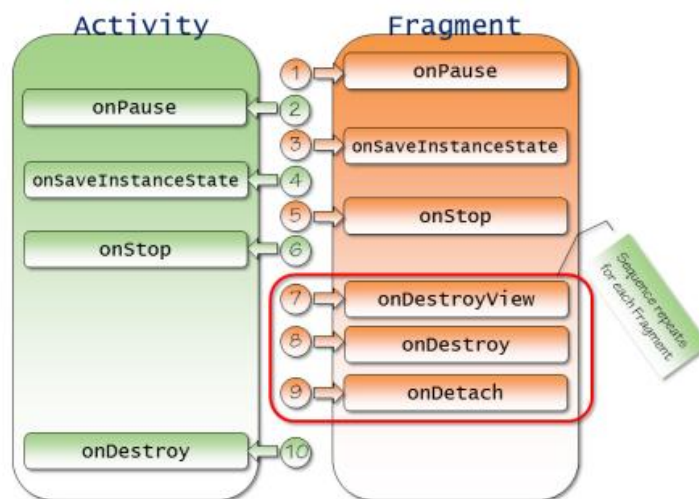
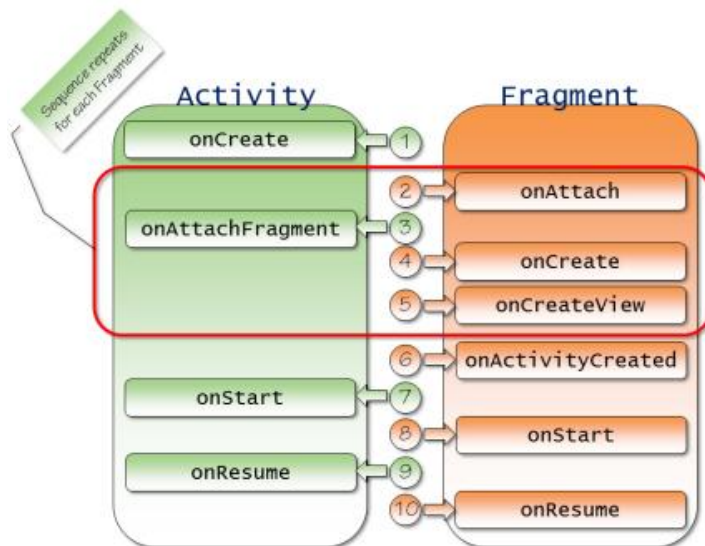


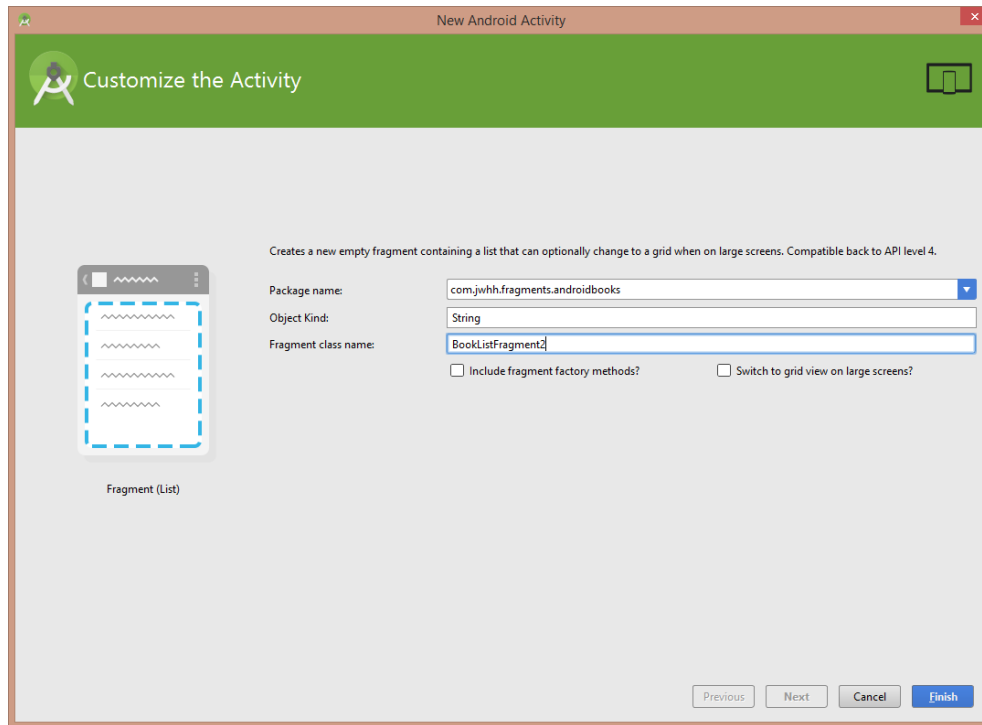




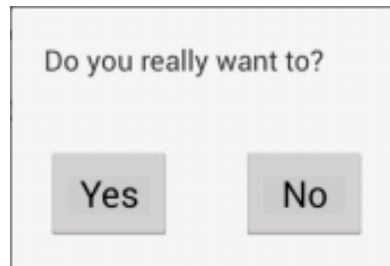


## Chapter 3: Fragment Life Cycle and Specialization



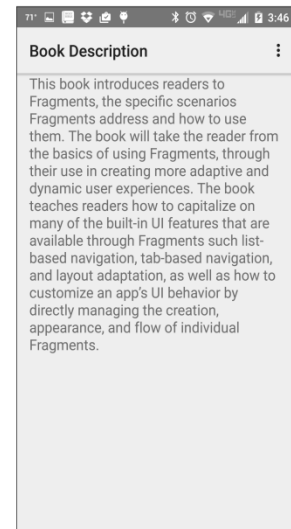
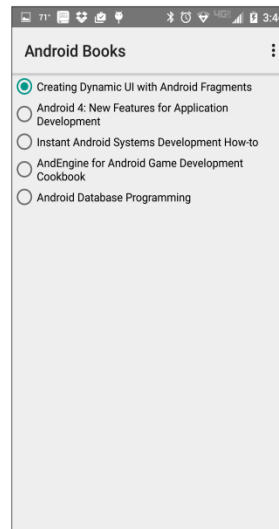
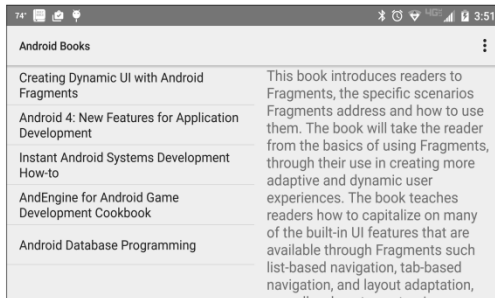
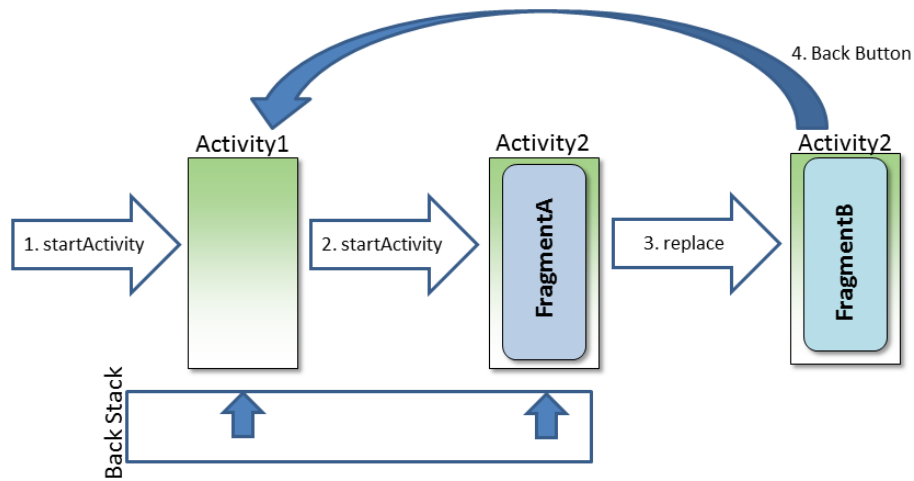


| Android Books                                       |   |
|---|---|
| Creating Dynamic UI with Android Fragments          | This book introduces readers to Fragments, the specific scenarios Fragments address and how to use them. The book will take the reader from the basics of using Fragments, through their use in creating more adaptive and dynamic user experiences. The book teaches readers how to capitalize on many of the built-in UI features that are available through Fragments such list-based navigation, tab-based navigation, and layout adaptation, |
| Android 4: New Features for Application Development |   |
| Instant Android Systems Development How-to          |   |
| AndEngine for Android Game Development Cookbook     |   |
| Android Database Programming                        |   |

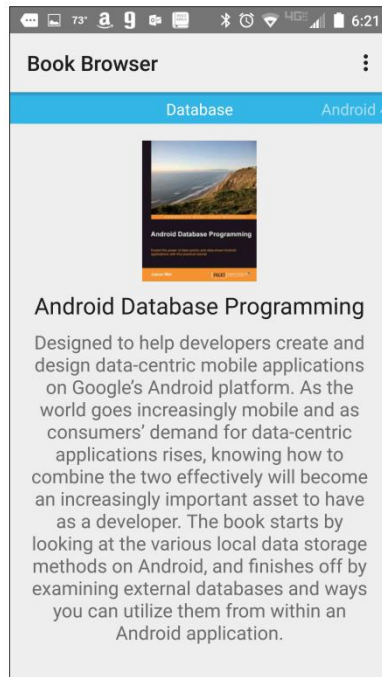


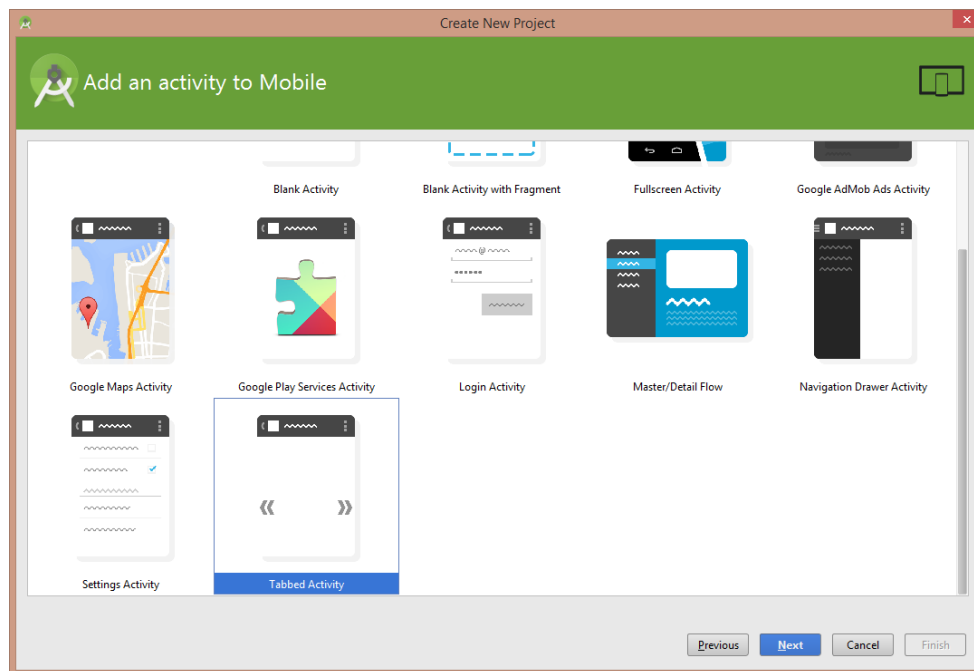
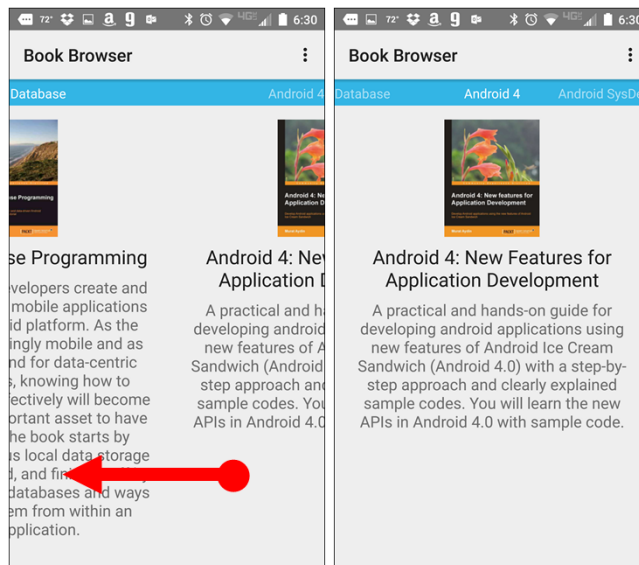


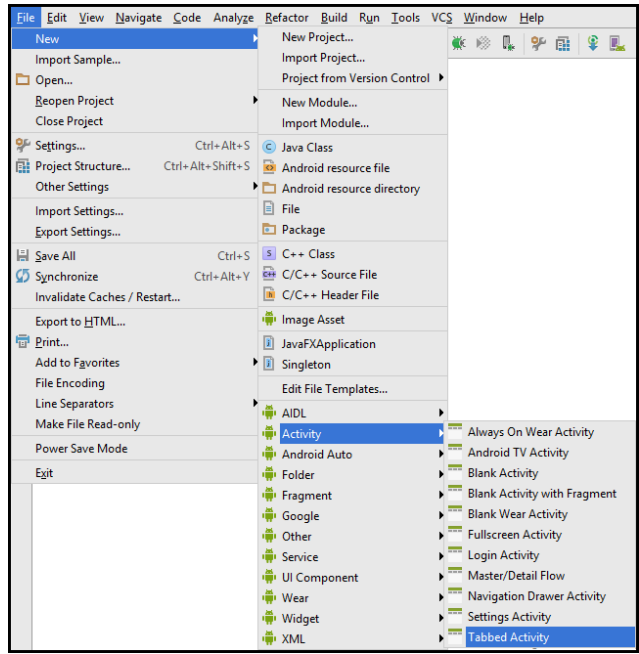
## Chapter 4: Working with Fragment Transactions

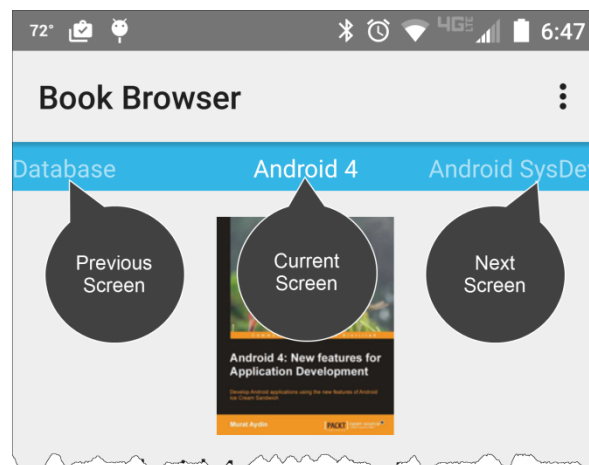
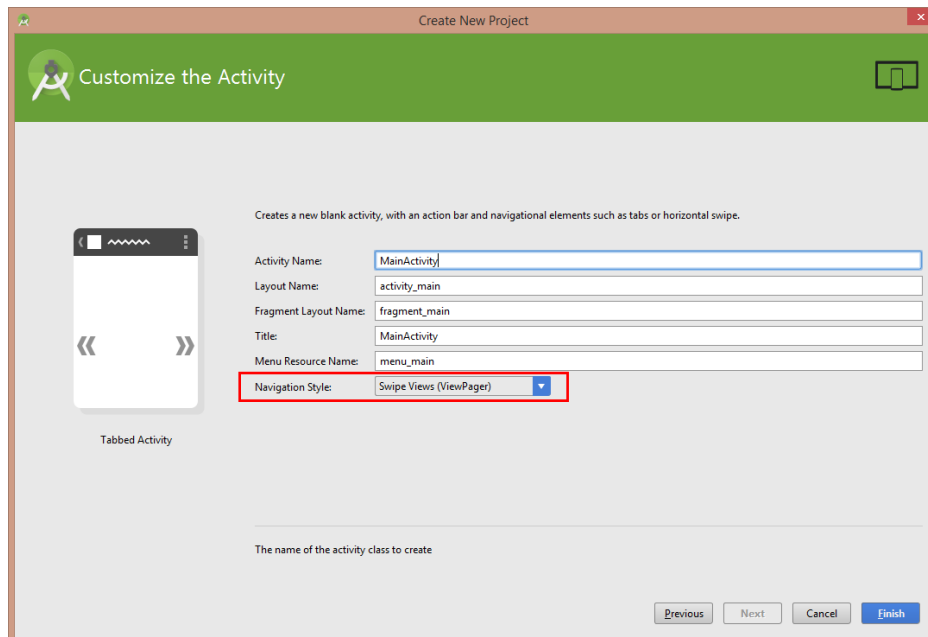


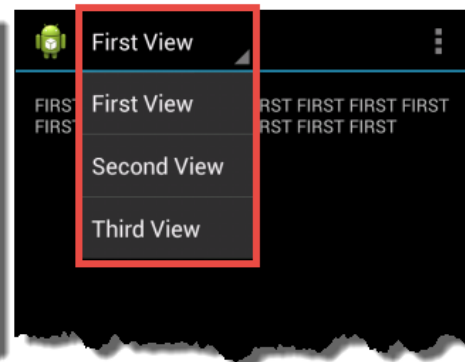
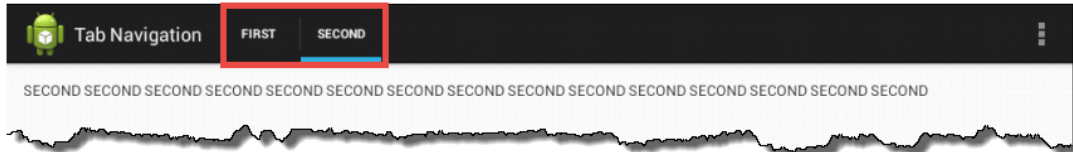
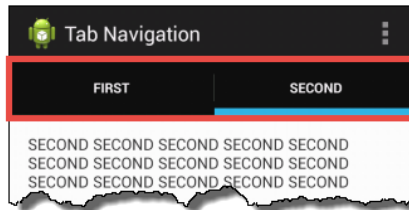
## Chapter 5: Creating Rich Navigation













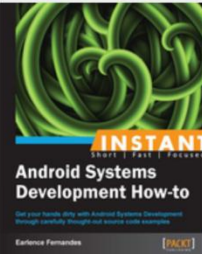




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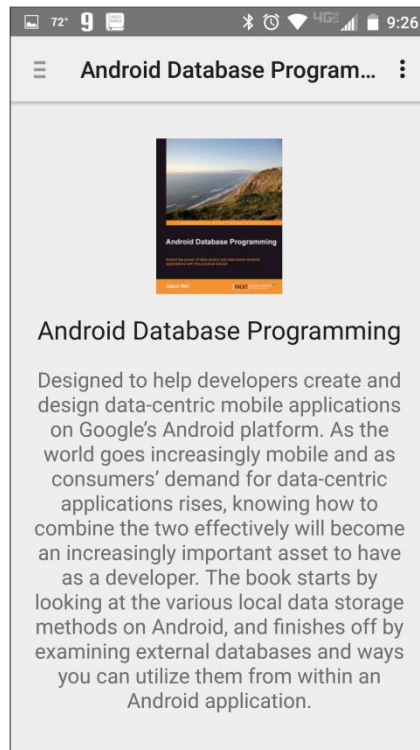
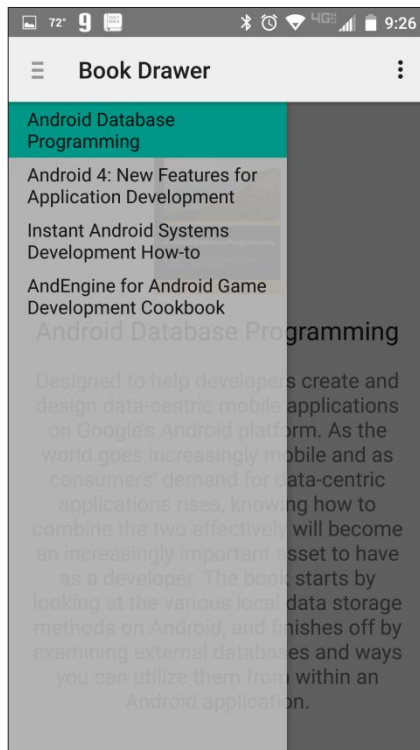
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## Chapter 6: Fragments and Material Design

