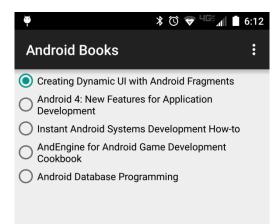
Chapter 1: Fragments and UI Modularization

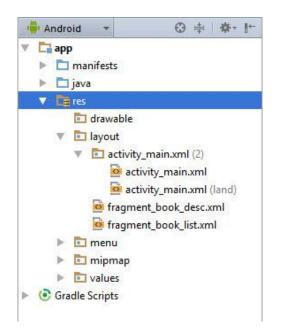


Shows you how to use fragments to create engaging apps that provide a rich user interface that dynamically adapts to the individual characteristics of both tablets and smartphones, and incorporates the latest features of Material Design.

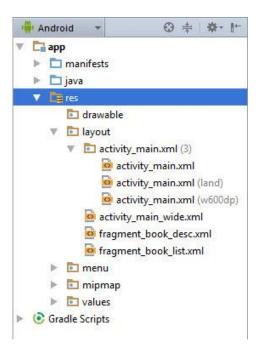
Chapter 2: Fragments and UI Flexibility

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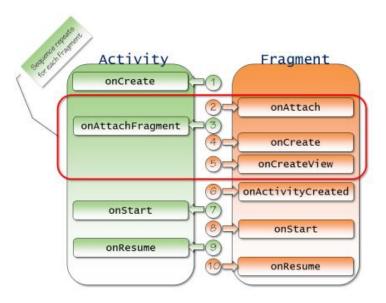
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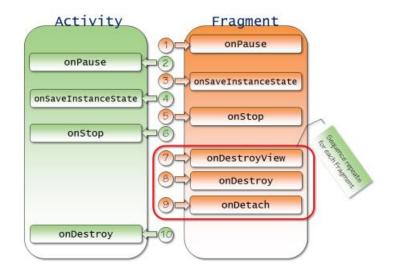
Book Description

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 listbased navigation, tab-based navigation, and layout adaptation, as well as how to customize an app's UI behavior by directly managing the creation, appearance, and flow of individual Fragments.

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Chapter 3: Fragment Life Cycle and Specialization





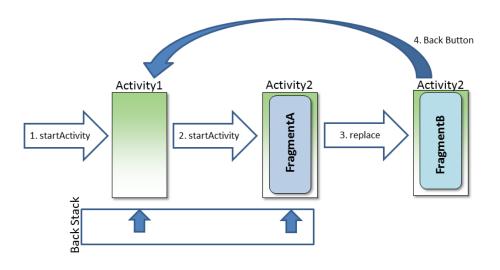
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Chapter 4: Working with Fragment Transactions



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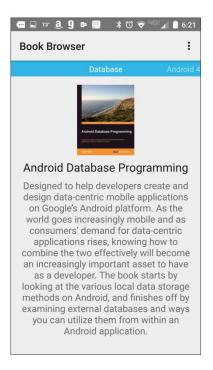
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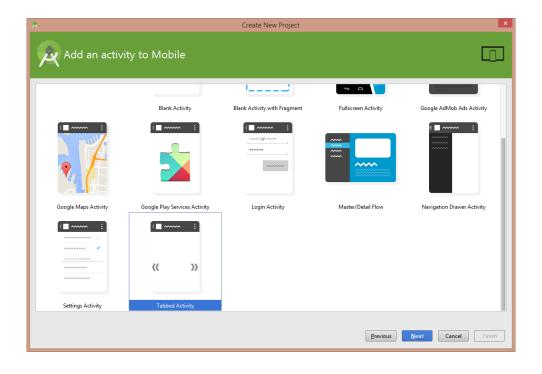
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Chapter 5: Creating Rich Navigation

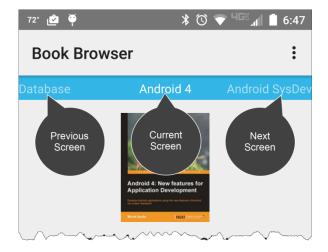


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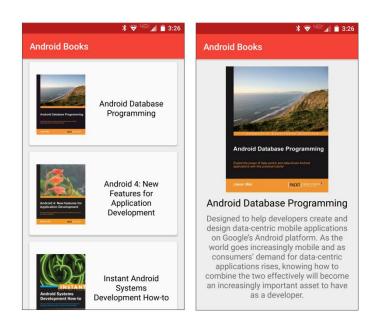
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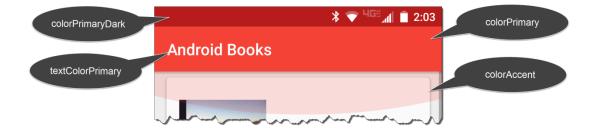
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Chapter 6: Fragments and Material Design

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Designed to help developers create and design data-centric mobile applications on Google's Android platform. As the world goes increasingly mobile and as consumers' demand for data-centric applications rises, knowing how to combine the two effectively will become an increasingly important asset to have as a developer.