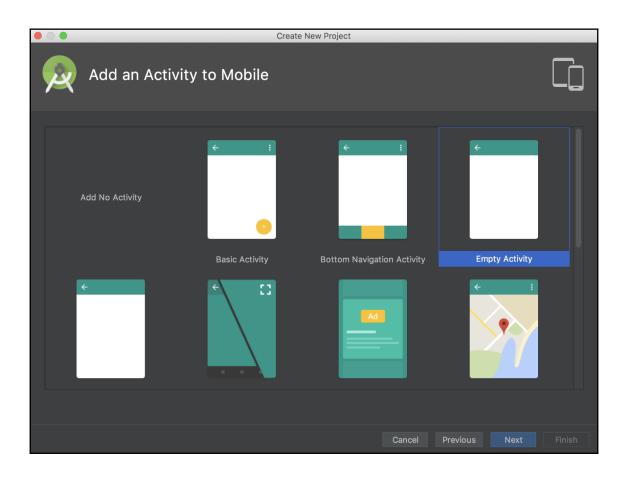
## **Chapter 1: Activities**



	Create New Project		
×	Create Android Project		
	Application name		
	DeclareAnActivity		
	Company domain		
	packtpub.com		
	Project location		
	/Users/rick/Repository/com.packtpub/Chapter1/DeclareAnActivity		
	Package name		
		Edit	
	Include C++ support		
	✓ Include Kotlin support		
	Cancel	Next	

	Create New Project	
X	Target Android Devices	
	Select the form factors and minimum SDK Some devices require additional SDKs. Low API levels target more devices, but offer fewer API features. Phone and Tablet API 21: Android 5.0 (Lollipop) By targeting API 21 and later, your app will run on approximately 85.0% of devices. Help me choose Include Android Instant App support Wear OS API 23: Android 6.0 (Marshmallow) TV API 21: Android 5.0 (Lollipop) Android Auto Android Things API 24: Android 7.0 (Nougat)	
	Cancel Previous Next	



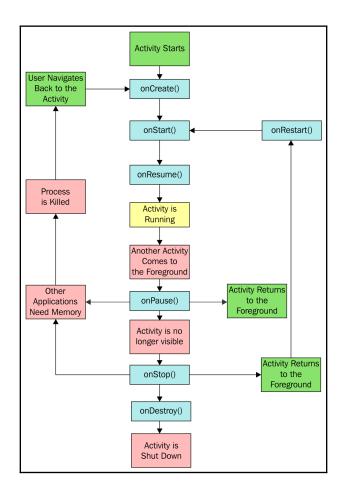
		Create	e New Project				
R	Configure Activity						
		Creates a new	w empty activit	y			
		Activity Name:	MainActivity				
	÷		Generate Layout	File			
		Layout Name:	activity_main				
			✓ Backwards Comp	əatibility (App	oCompat)		
		The name of the ac	tivity class to create				
				Cancel	Previous	Next	Finish



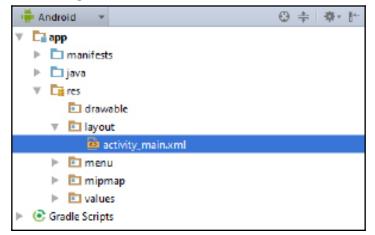
<pre>public void launchIntent(View vi Intent intent = new Intent(I</pre>		
intent.setData(Uri.parse("ht		String 😳
<pre>startActivity(intent);</pre>	🗑 🖢 createChooser(Intent target, CharSequence title)	Intent
	👼 🖥 createChooser(Intent target, CharSequence title, Inte	Intent
ſ	🗑 🖥 getIntentOld(String uri)	Intent
	颇 % getIntent(String uri)	Intent
	颇 🕞 makeMainActivity(ComponentName mainActivity)	Intent
	👦 🕞 makeMainSelectorActivity(String selectorAction, Strin	Intent
	👦 🕞 makeRestartActivityTask(ComponentName mainActivity)	Intent
	颇 🖕 normalizeMimeType(String type)	String
	👦 🕞 parseIntent(Resources resources, XmlPullParser parser	Intent $\pi$

👘 And	roid <del>v</del>		⊕ ≑   ≱- ⊮ 🚦	activity_main.xml × C MainActivity.java ×
	New Link C++ Project with Gradle Cut Copy Copy Path Paste Find in Path Replace in Path Analyze Refactor Add to Favorites	ポX 第C 分第C 第V 介第F 介第R	<ul> <li>G Java Class</li> <li>Module</li> <li>Kotlin File/Class</li> <li>Android Resource File</li> <li>Android Resource Directory</li> <li>Sample Data Directory</li> <li>File</li> <li>Scratch File</li> <li>Package</li> <li>C++ Class</li> <li>C/C++ Source File</li> <li>C/C++ Header File</li> <li>Image Asset</li> <li>Vector Asset</li> <li>Singleton</li> <li>G Gradle Kotlin DSL Build Scrip</li> <li>G Gradle Kotlin DSL Settings</li> </ul>	<pre>package com.packtpub.activityswitcher; import public class MainActivity extends AppCompatActivity { @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(SavedInstanceState); setContentView(R.layout.activity_main); } N }</pre>
	<ul> <li></li></ul>	₩⊅	Edit File Templates  AlDL  Activity  Android Auto  Folder  Fragment Google Other Service Ul Component	<ul> <li>Gallery</li> <li>Android TV Activity</li> <li>Android Things Empty Activity (Requires minSdk &gt;= 24)</li> <li>Android Things Peripheral Activity (Requires minSdk &gt;= 24)</li> <li>Basic Activity</li> <li>Blank Wear Activity (Requires minSdk &gt;= 23)</li> <li>Bottom Navigation Activity</li> <li>Empty Activity</li> </ul>
	Sync Suid: completed successfully Superstrick/Reposit Superstrick/Re		<ul> <li>Wear</li> <li>Widget</li> <li>XML</li> <li>Resource Bundle</li> <li>Icon Pack Drawable Importer</li> <li>Vector Drawable Importer</li> <li>Batch Drawable Import</li> <li>Multisource-Drawable</li> </ul>	Fullscreen Activity Login Activity Master/Detail Flow Navigation Drawer Activity

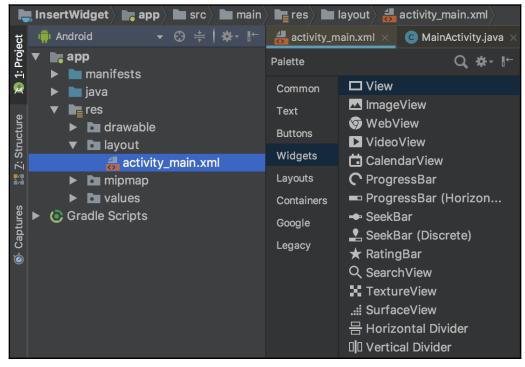
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Configure Activity	,			
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		Cancel Previous Next	Finish	

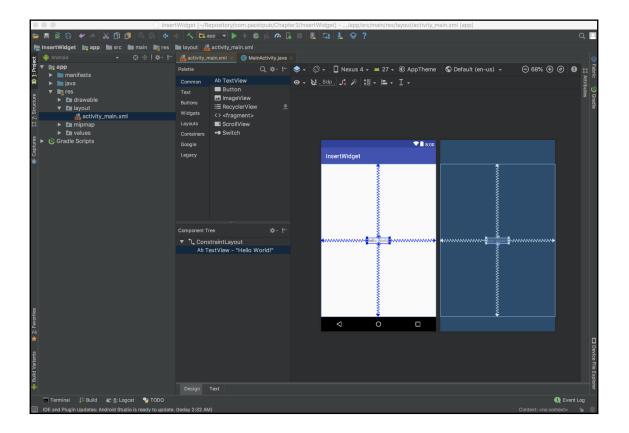


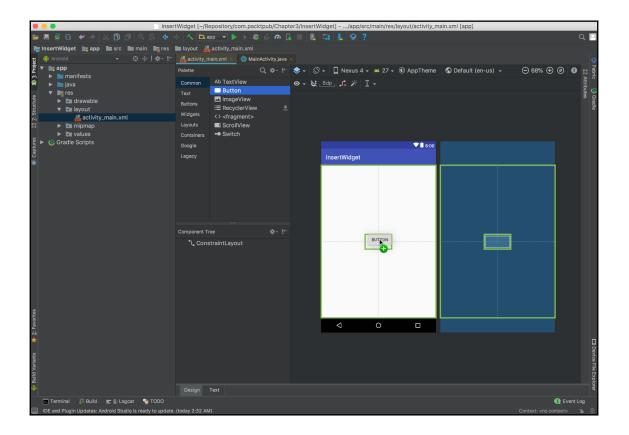
## **Chapter 2: Layouts**

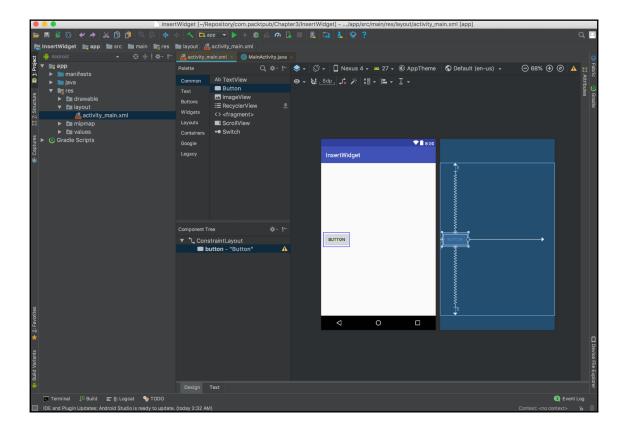


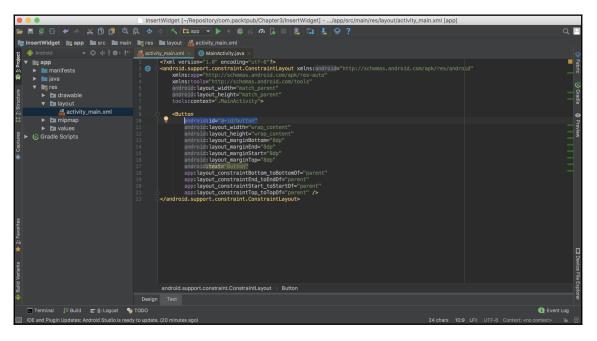
#### **Chapter 3: Views, Widgets, and Styles**

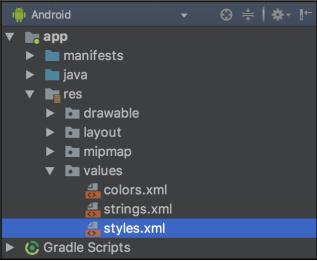


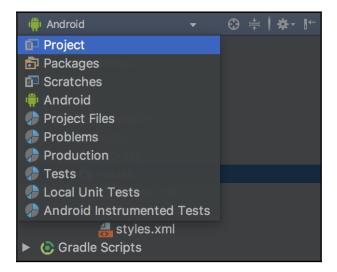












<ul> <li>Project</li> <li>AutomaticThemes</li> <li>gradle</li> <li>dea</li> <li>app</li> <li>build</li> <li>libs</li> <li>src</li> <li>android</li> <li>main</li> <li>java</li> </ul>	ਦ ਉ ÷   ∦- ⊮- Selector ~/Repository/co	1 <b>  <res< b=""> 2 3 <b> </b> 4     5</res<></b>	ain.xml × styles.xml ×	
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# **Chapter 4: Menus and Action Mode**

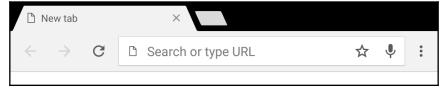
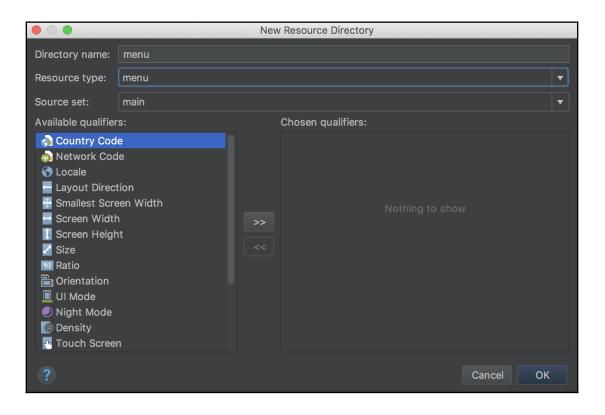
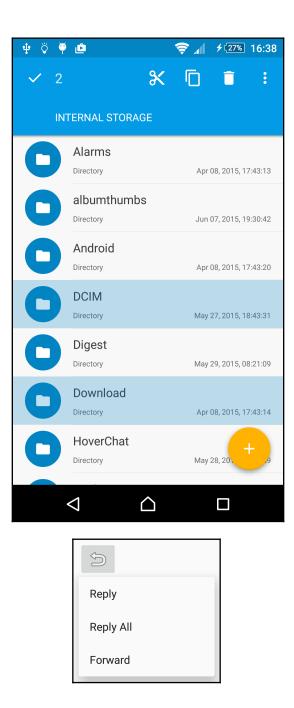
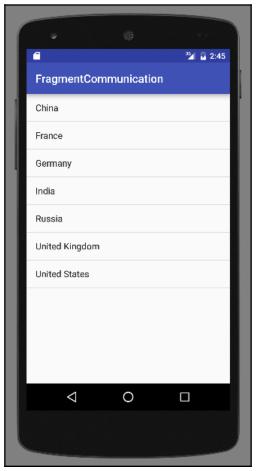


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Android  Android Andro	
Image: Second package com.packtpub.optionsmenu;	
<pre>&gt; java &gt; java &gt; res &gt; New &gt; Link C++ Project with Gradle &gt; Link C++ Project with Gradle &gt; Cut &gt; Grandow Cut &gt; Set Set Set Set Set Set Set Set Set Set</pre>	
<pre>import import import</pre>	
<pre>Pres // nublic class MainActivity extends AppCompatActivity {     New // Kotlin File/Class     Link C++ Project with Gradle // Android Resource File     Android Resource Directory dInstanceState);     Gra Cut % x # Sample Data Directory yout.activity_main); </pre>	
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Sample Data Directory yout.activity_main);	
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Load/Unload Modules 🖷 UI Component	
🖗 Create Gist 🔶 🖗 Wear	
ि Convert to WebP ♥ Widget	
₩ XML	
Steps Convert to WebP   Convert to WebP	
🗰 🧰 Icon Pack Drawable Importer	
Terminal 🕼 Build 🖃 <u>6</u> : Logcat 🍟 TODO	
Create new resource file	





## **Chapter 5: Fragments**

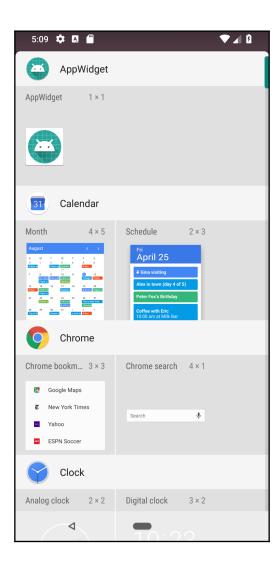




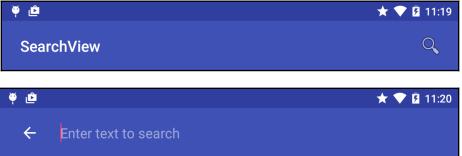
		<sup>35</sup> 4 2	2:49
	FragmentCommunication		
	China		
	France		
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	Russia		⊲
	United Kingdom	-	

## Chapter 6: Home Screen Widgets, Search, and the Syst em UI









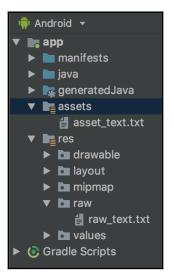
## **Chapter 7: Data Storage**



12:52 🍄	<u> </u>		▼⊿ 8
Preferenc			
Welcome back F	Rick!		
	Enter yo	ur name	
	Linter ye	SAVE	
		SAVE	
<b>م</b>			

		New Resource Directory	
Directory name:	raw		
Resource type:	raw		•
Source set:	main		
Available qualifier	s:	Chosen qualifiers:	
Country Cod Network Coc Locale Layout Direc Smallest Scree Screen Width Screen Heigh Size Ratio Ratio Orientation UI Mode Night Mode Density	e ion ien Width	>> Nothing to show	
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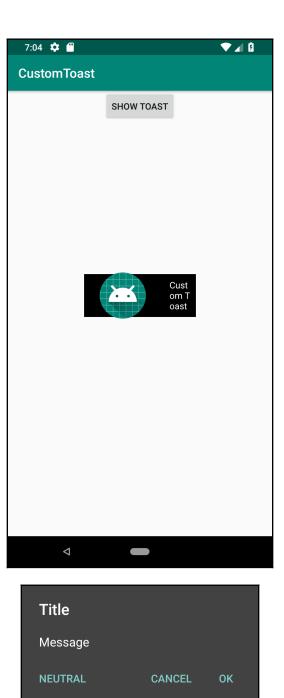
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		Replace in Path Analyze Refactor	ି ଅଟେ ► ►	4	C++ Class C/C++ Source File C/C++ Header File		
		Add to Favorites Show Image Thumbnails	► ۲#۲		Image Asset Vector Asset		
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	ø	Local History Synchronize 'app'	►	<b></b>	Edit File Templates AIDL	►	
		Compare With	ЖD		Activity Android Auto	•	
		Open Module Settings Load/Unload Modules	₩↑	-	Folder Fragment		L AIDL Folder
	0	Create Gist			Google Other		🖳 Font Resources Folder
		Convert Java File to Kotlin File	ጚ <mark>ፚ</mark> ፞፞፞፞ቘк		Service		Java Folder
Build		sync			UI Component Wear Widget XML Resource Bundle	•	<ul> <li>Java Resources Folder</li> <li>Raw Resources Folder</li> <li>RenderScript Folder</li> <li>Res Folder</li> <li>XML Resources Folder</li> </ul>
× ₹ab	▼ (	Build: completed successfully at 8/10, ■ Run build /Users/rick/Repository/com ► @ Load build	/18, 1:37 A n.packtpu	Ŵ	Icon Pack Drawable Impor Vector Drawable Importer Batch Drawable Import	rter	

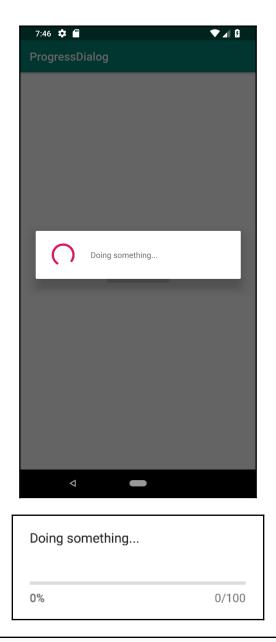


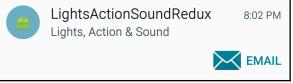
## **Chapter 8: Alerts and Notifications**

toa							
🖸 🔓 Toast (and	roid.widget						<b>?</b>
💼 🔓 showToast(	View view)					void	
第 ኈ RECEIVER_V	ISIBLE_TO_I	NSTANT_A	PPS			int	
toar	Stores e	lements	of	java.util.Collection	into	array	

Toast			
💿 🖻 Toast (android.widget)		android.widget.Toast.makeText(\$context\$	. "\$text\$". Toast.LF
Toast	Create a new Toast 💡		
💿 🔓 showToast(View view)	void		
Did you know that Quick Definition View (℃Space) works in c	completion lookups as well? $\geq \pi$		

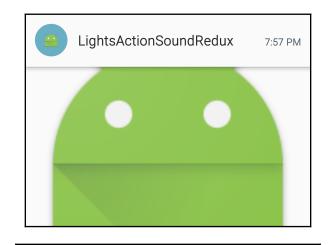




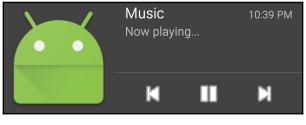




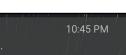
InboxStyle - Big Content Title 7:51 PM Line 1 Line 2



LightsActionSoundRedux 7:58 PM This is an example of the BigTextStyle expanded notification.



Music Now playing...



Π

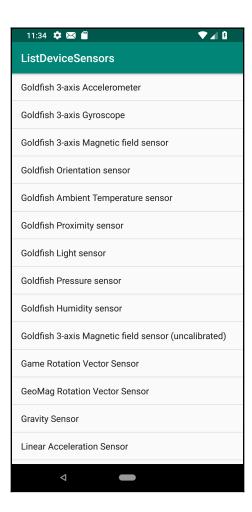
FlashlightWithHea

# Chapter 9: Using the Touchscreen and Sensors

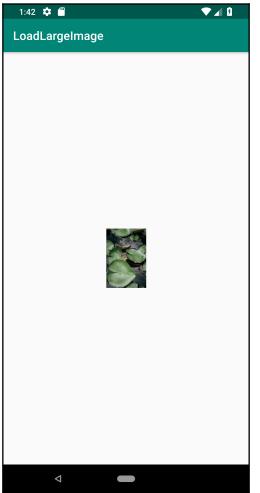


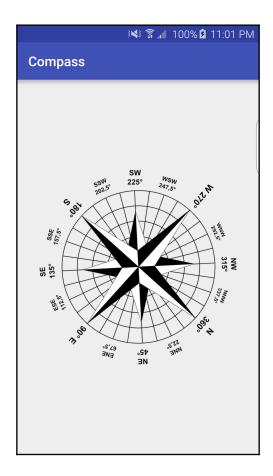


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# **Chapter 10: Graphics and Animation**









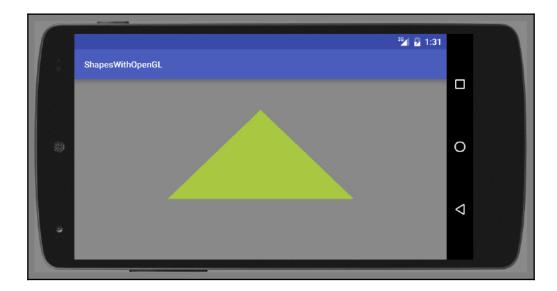
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	Create New Project				
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		Activity Name:	MainActivity		
	÷		✓ Generate Layout File		
		Layout Name:	activity_main		
			Backwards Compatibility (AppCompat)		
		If false, this activity	base class will be Activity instead of AppCompatActivity		
			Cancel Previous Next	Finish	



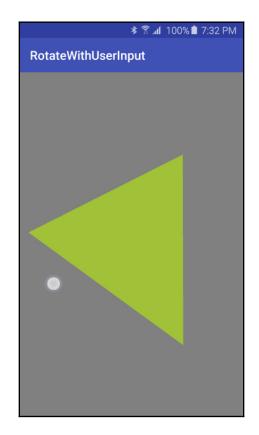
# Chapter 11: A First Look at OpenGL ES



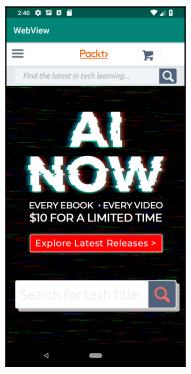




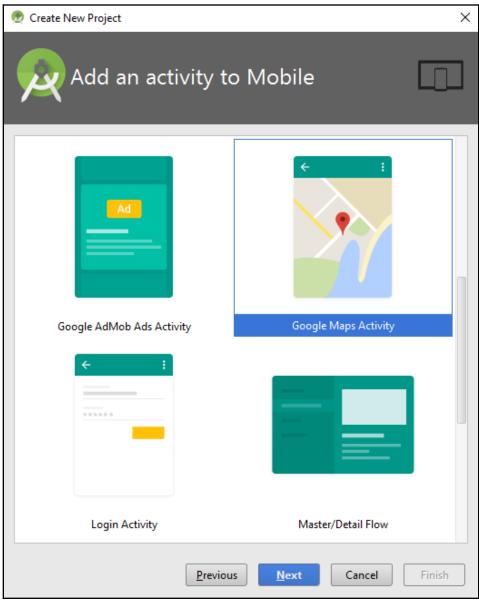


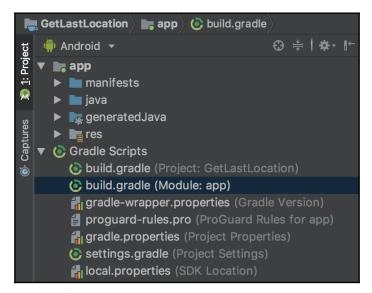


#### Chapter 13: Telephony, Networks, and the Web



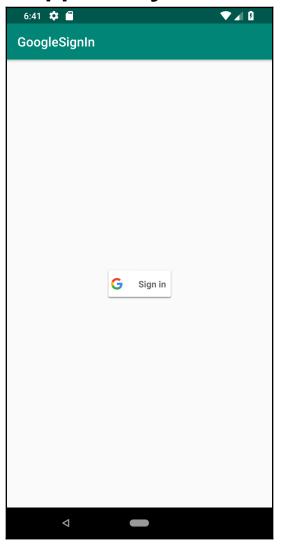
# **Chapter 14: Location and Using Geofencing**





	Extended controls - Pixel_2_XL_API_28:5554						
•	Location	GPS data point					
	Cellular	Coordinate system	Decimal	-	Longitude		
÷.	Battery	Currently reported location			Latitude		
L.	Phone	Longitude: 122.3321 Latitude: 47.6062 Altitude: 0.0			47.6062		
Ø	Directional pad				Altitude (meters) 0.0		
Ŷ	Microphone					SEN	ID
Ĉ	Fingerprint	GPS data playback					
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	Record screen						
\$	Settings						
?	Help						
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# Chapter 15: Getting Your App Ready for the Play Store



# **Chapter 16: Getting Started with Kotlin**

	Create New Project			
R	Create Android Project			
	Application name			
	MyKotlinProject Company domain			
	packtpub.com Project location			
	/Users/rick/Repository/com.packtpub/Chapter16/MyKotlinProject			
	Package name com.packtpub.mykotlinproject		Edit	
	Include C++ support			
	✓ Include Kotlin support			
		Cancel	Next	

die New s	► <mark>G</mark> J	Java Class
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