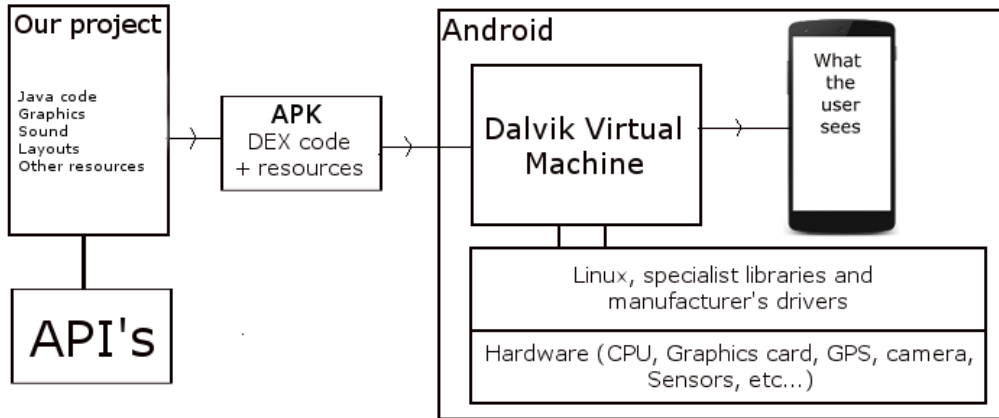


Chapter 1: The First App



System

Manufacturer: TOSHIBA

Model: Personal Computer

Rating: **6.8** Windows Experience Index

Processor: Intel(R) Core(TM) i7 CPU Q 740 @ 1.73GHz 1.73 GHz

Installed memory (RAM): 8.00 GB

System type: 64-bit Operating System

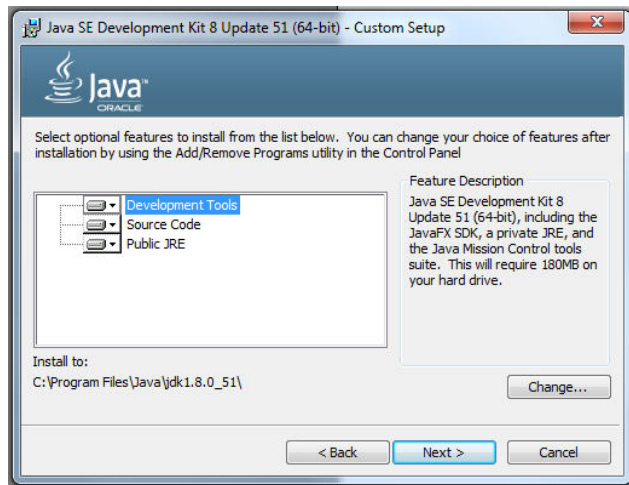
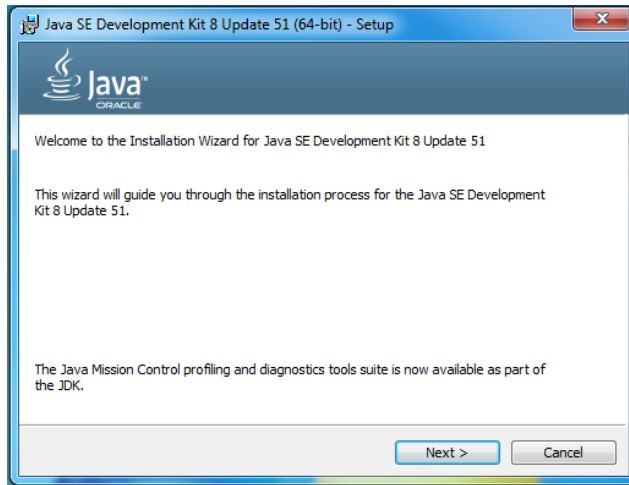
Pen and Touch: No Pen or Touch Input is available for this Display

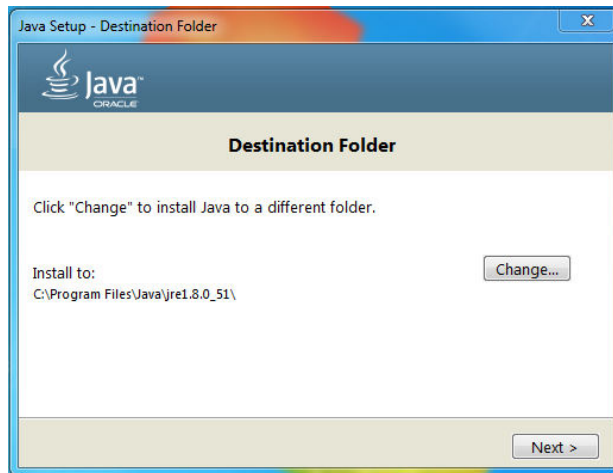
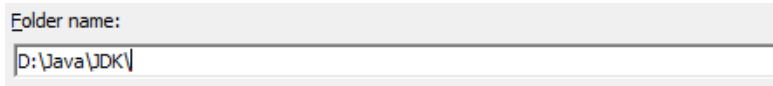
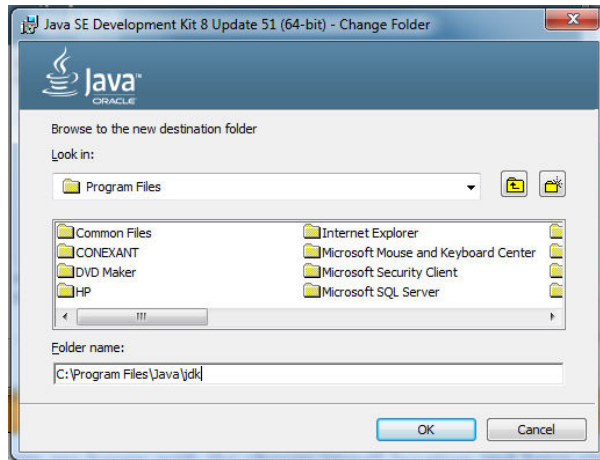
Java SE Development Kit 8u51

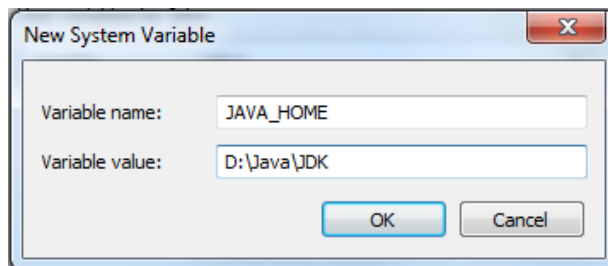
You must accept the [Oracle Binary Code License Agreement for Java SE](#) to download this software.

Accept License Agreement Decline License Agreement

Product / File Description	File Size	Download
Linux x86	146.9 MB	jdk-8u51-linux-i586.rpm
Linux x86	166.95 MB	jdk-8u51-linux-i586.tar.gz
Linux x64	145.19 MB	jdk-8u51-linux-x64.rpm
Linux x64	165.25 MB	jdk-8u51-linux-x64.tar.gz
Mac OS X x64	222.09 MB	jdk-8u51-macosx-x64.dmg
Solaris SPARC 64-bit (SVR4 package)	139.36 MB	jdk-8u51-solaris-sparcv9.tar.Z
Solaris SPARC 64-bit	98.8 MB	jdk-8u51-solaris-sparcv9.tar.gz
Solaris x64 (SVR4 package)	139.79 MB	jdk-8u51-solaris-x64.tar.Z
Solaris x64	96.45 MB	jdk-8u51-solaris-x64.tar.gz
Windows x86	176.02 MB	jdk-8u51-windows-i586.exe
Windows x64	180.51 MB	jdk-8u51-windows-x64.exe







Download

Before installing Android Studio or the standalone SDK tools, you must agree to the following terms and conditions.

Terms and Conditions

This is the Android Software Development Kit License Agreement

1. Introduction

1.1 The Android Software Development Kit (referred to in this License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of this License Agreement. This License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.

1.2 "Android" means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: <http://source.android.com/>, as updated from time to time.

I have read and agree with the above terms and conditions

DOWNLOAD ANDROID STUDIO FOR WINDOWS

Android Studio Setup

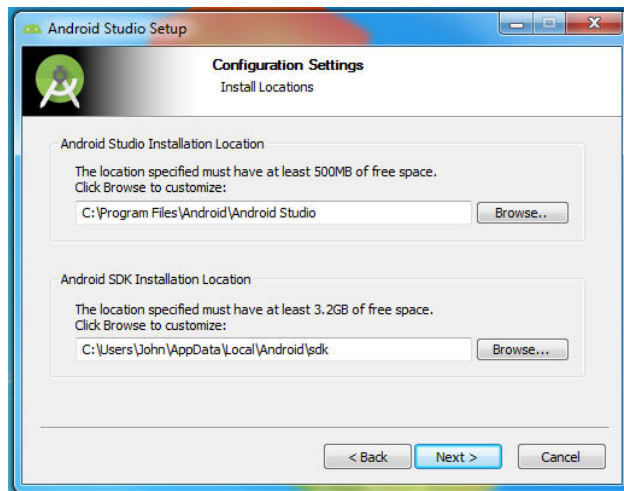
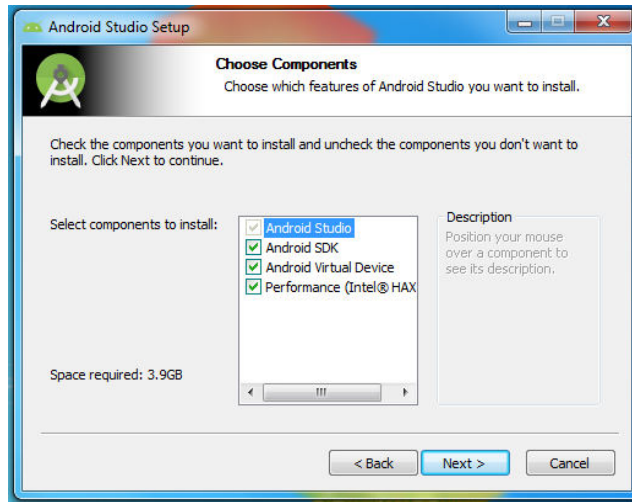
Welcome to Android Studio Setup

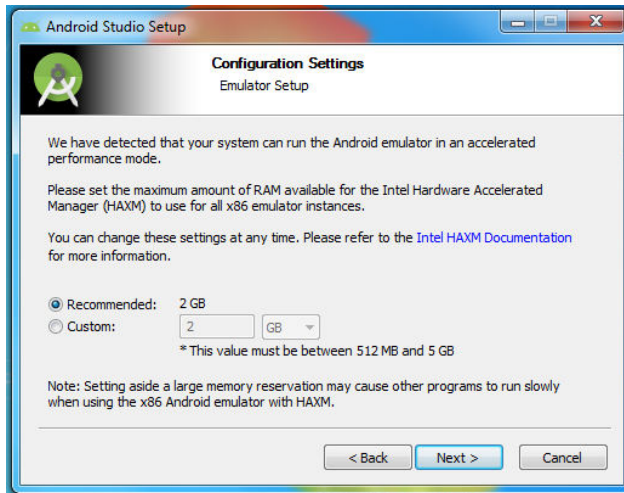
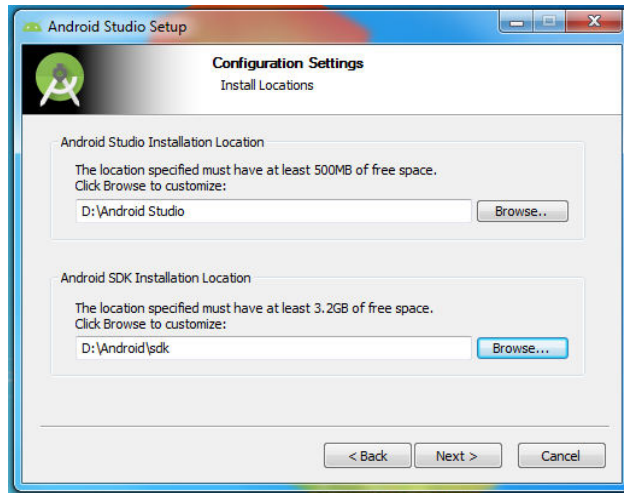
Setup will guide you through the installation of Android Studio.

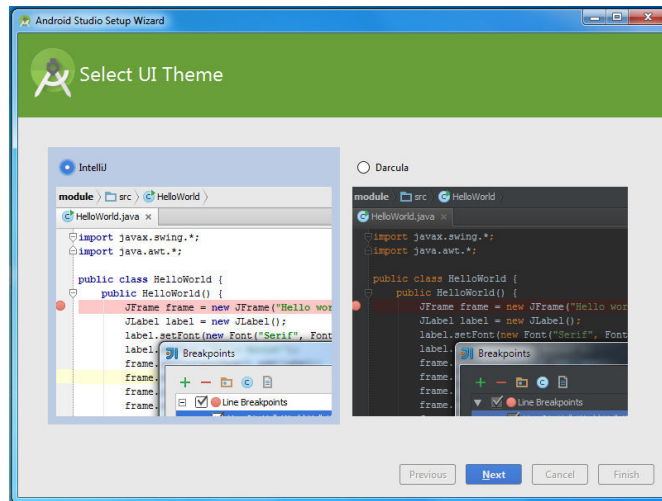
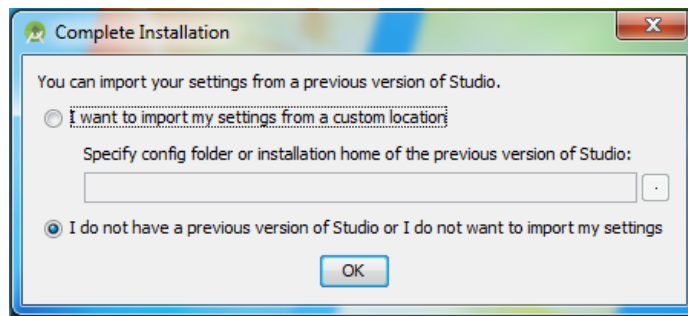
It is recommended that you close all other applications before starting Setup. This will make it possible to update relevant system files without having to reboot your computer.

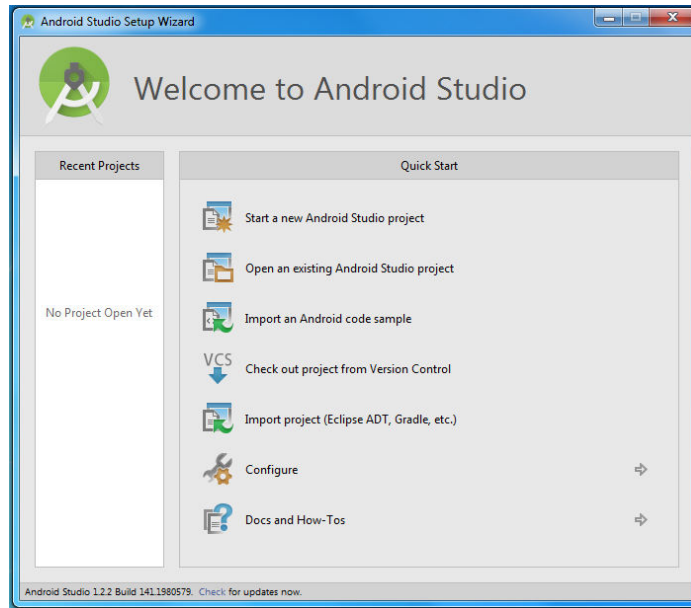
Click Next to continue.

< Back Next > Cancel

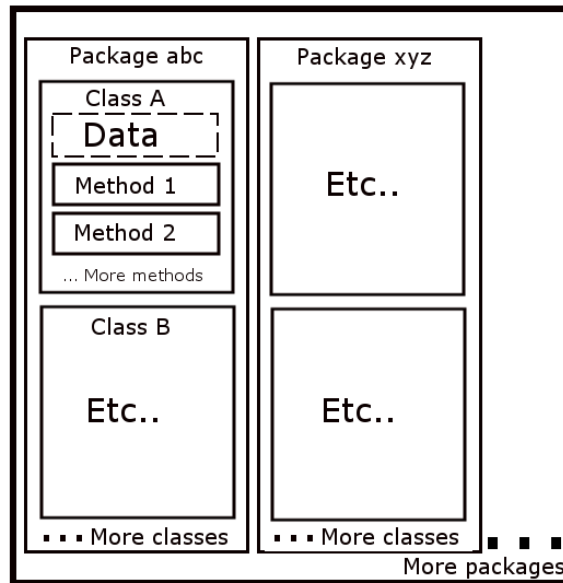


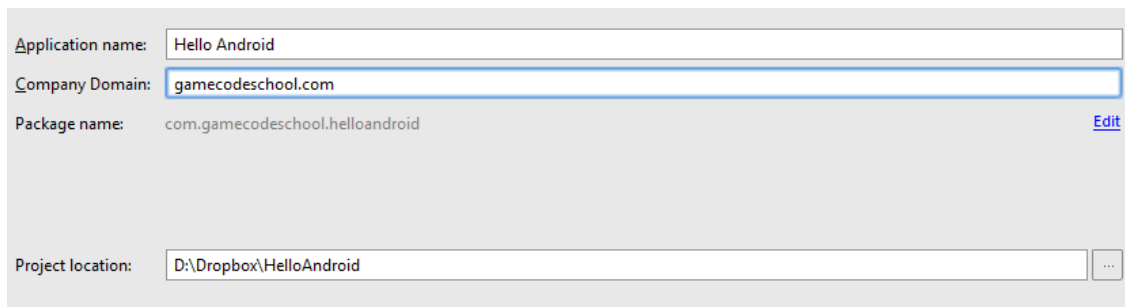
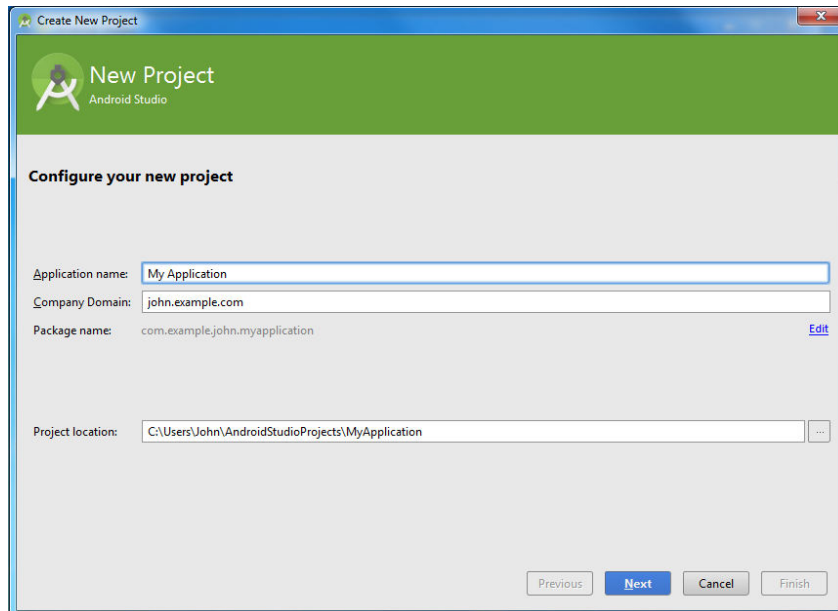
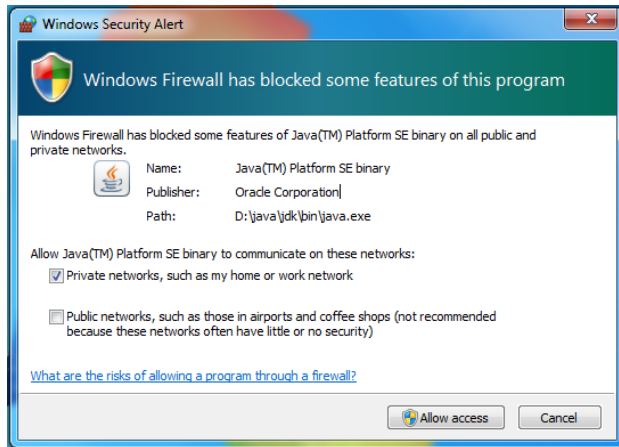


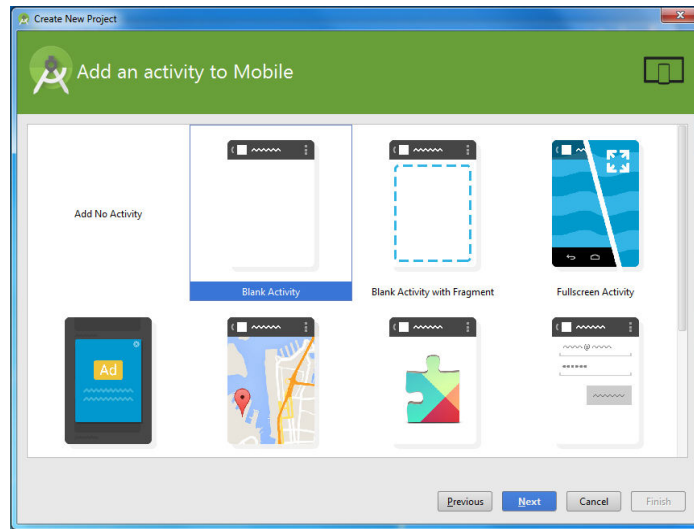
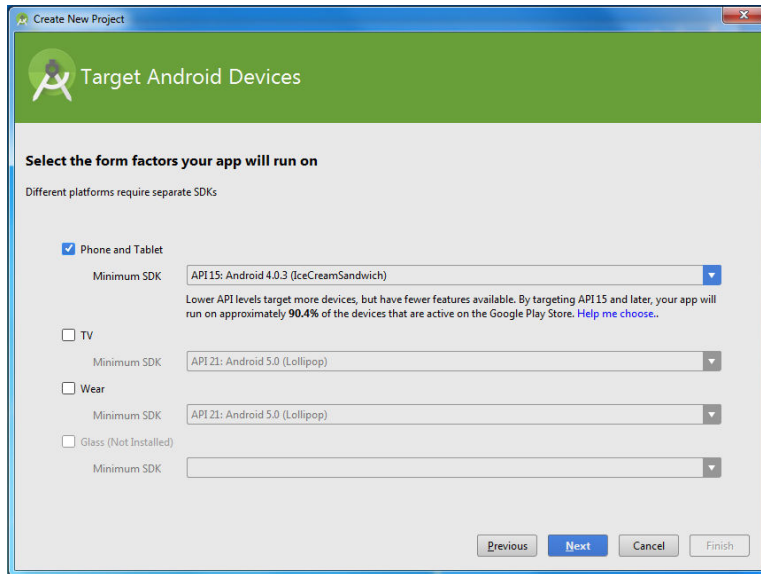


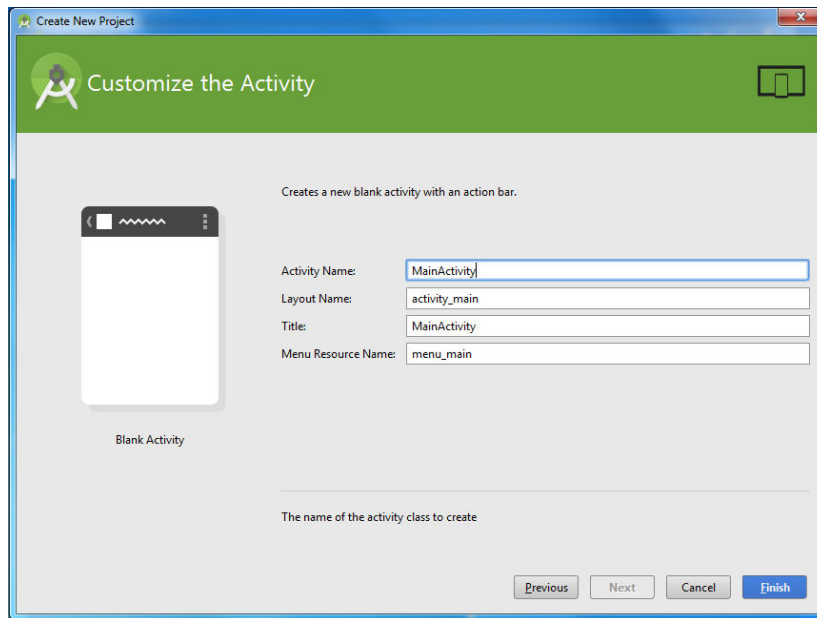


Android API







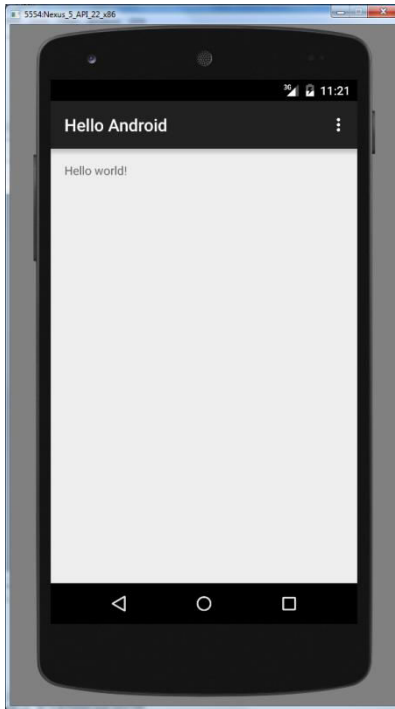


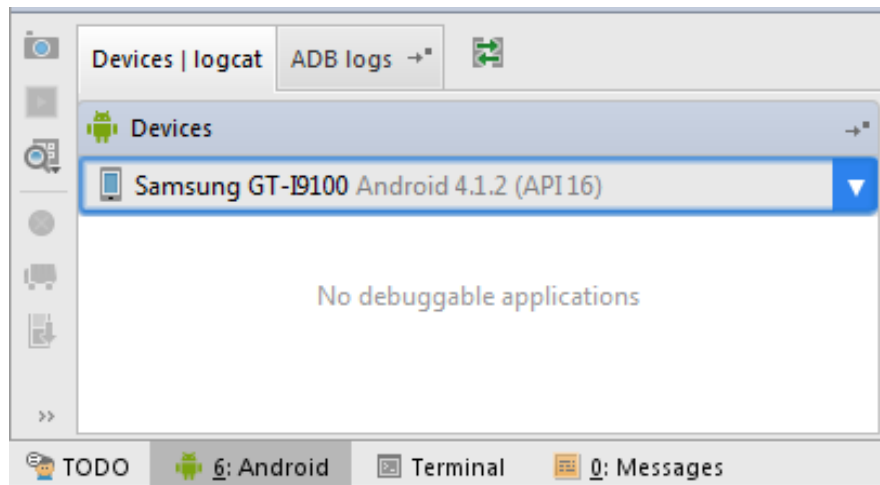
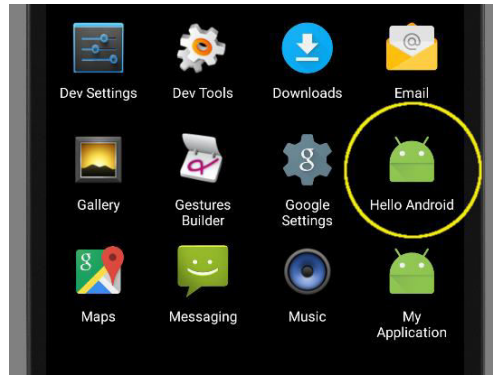
Activity Name:

Layout Name:

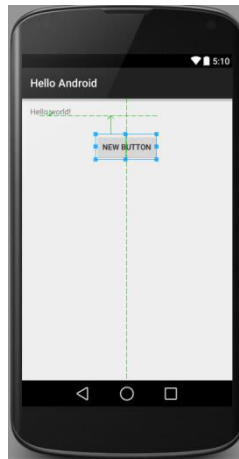
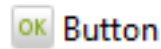
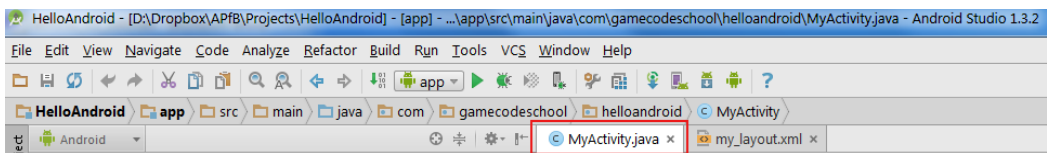
Title:

Menu Resource Name:





Chapter 2: Java – First Contact



Properties	
layoutwidth	wrap_content
layoutheight	wrap_content
layout:margin	[?, ?, 43dp, ?, ?, ?, ?]
layout:alignEnd	
layout:alignParentEnd	<input type="checkbox"/>
layout:alignParentStart	<input type="checkbox"/>
layout:alignStart	
layout:toEndOf	
layout:toStartOf	
layout:alignComponent	[top;bottom]
layout:alignParent	[]
layout:centerInParent	horizontal
style	
accessibilityLiveRegion	
accessibilityTraversalAfter	
accessibilityTraversalBefore	
alpha	
background	
backgroundTint	



```

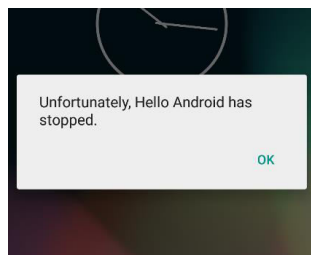
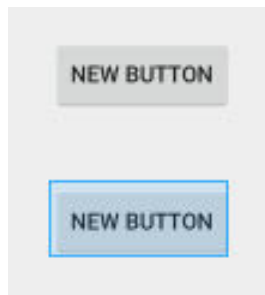
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="New Button"
    android:id="@+id/button"
    android:layout_below="@+id/textView"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="43dp"
    android:onClick="topClick" />

```

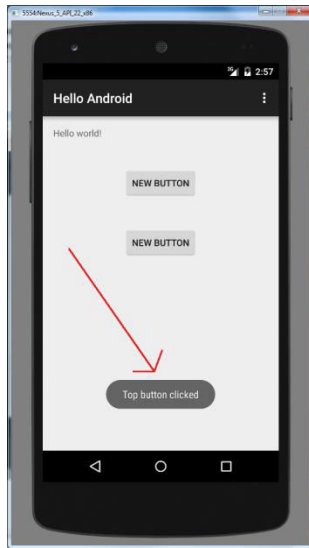


```
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="New Button"
    android:id="@+id/button"
    android:layout_below="@+id/textView"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="43dp"
    android:onClick="topClick" />
```

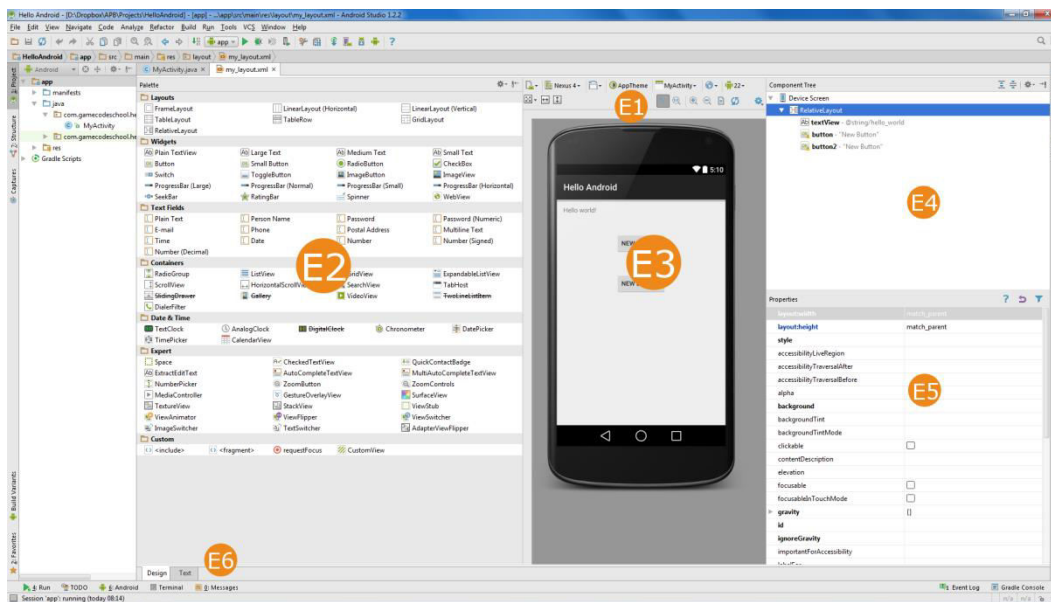
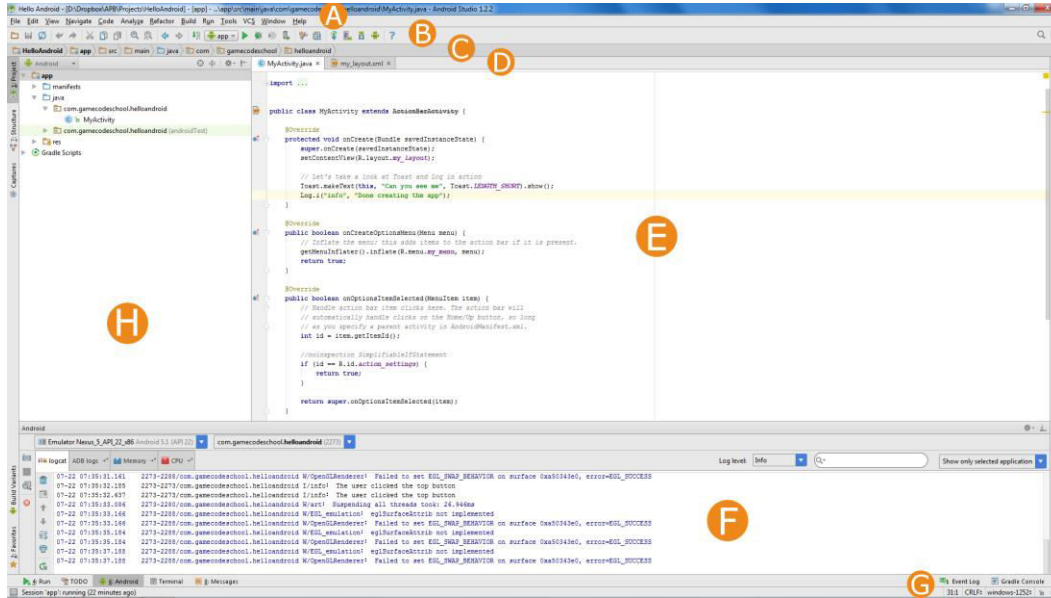
```
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="New Button"
    android:id="@+id/button"
    android:layout_below="@+id/textView"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="43dp"
    android:onClick="topClick" />
```

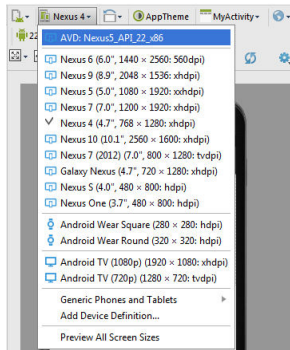


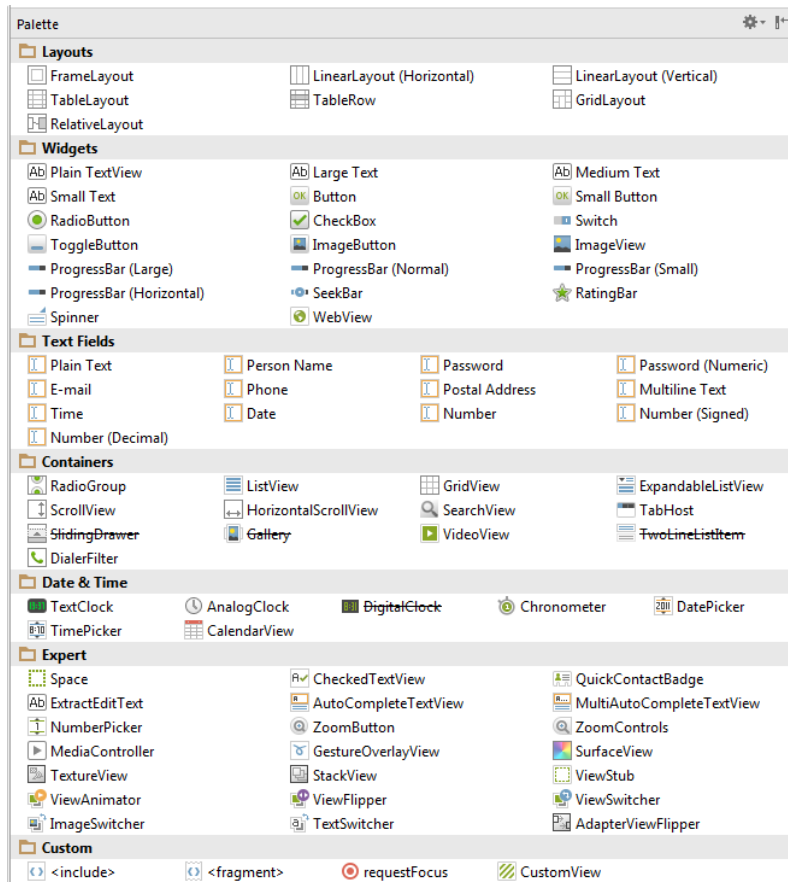
```
07-20 15:10:11.329 28669-28669/com.gamecodeschool.helloandroid I/art: Not late-enabling -Xcheck:jni (already on)
07-20 15:10:11.451 28669-28676/com.gamecodeschool.helloandroid I/art: Debugger is no longer active
07-20 15:10:11.506 28669-28669/com.gamecodeschool.helloandroid I/info: Done creating the app
07-20 15:10:11.773 28669-28692/com.gamecodeschool.helloandroid I/OpenGLES: Initialized EGL, version 1.4
```

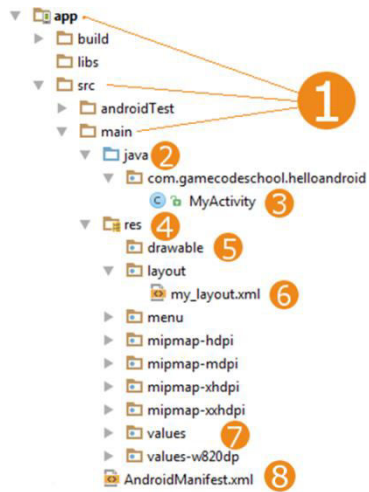


Chapter 3: Exploring Android Studio









```
<TextView android:text="Hello world!" android:layout_width="wrap_content"
<TextView android:text="@string/hello_world" android:layout_width="wrap_content"
```

Chapter 4: Designing Layouts

height	50dp
width	150dp

Font size

Tiny

Small

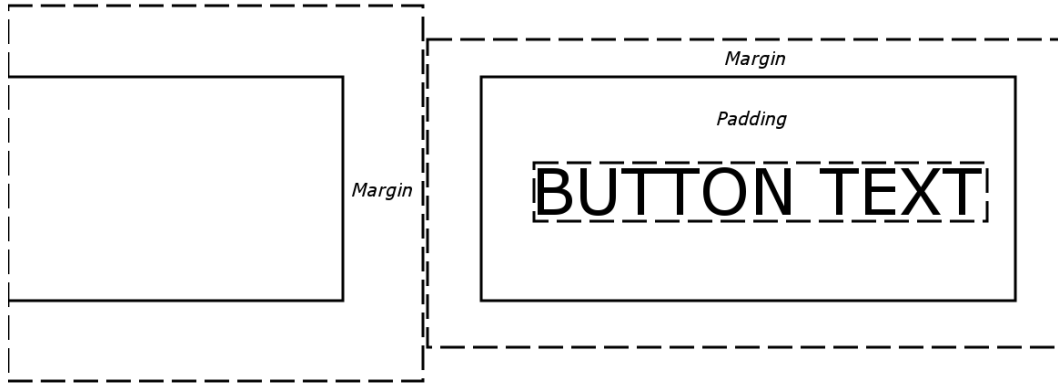
Normal

Large

Huge

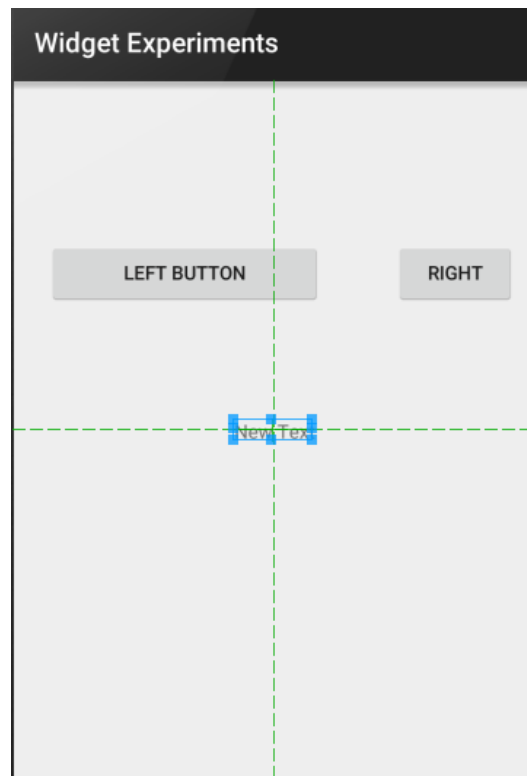
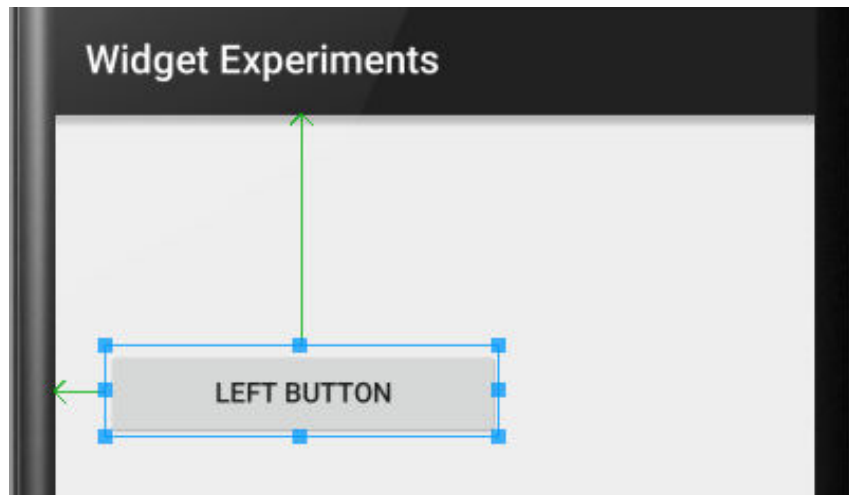
Cancel

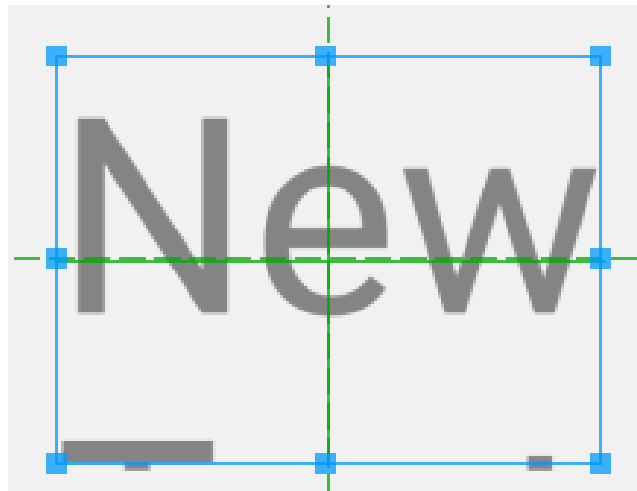
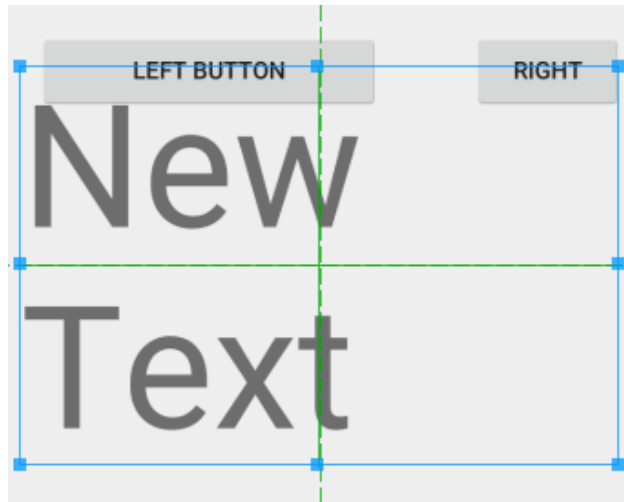


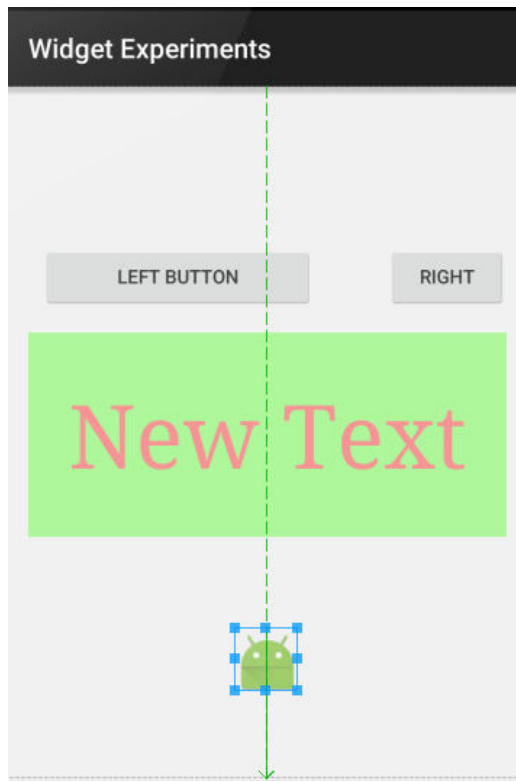


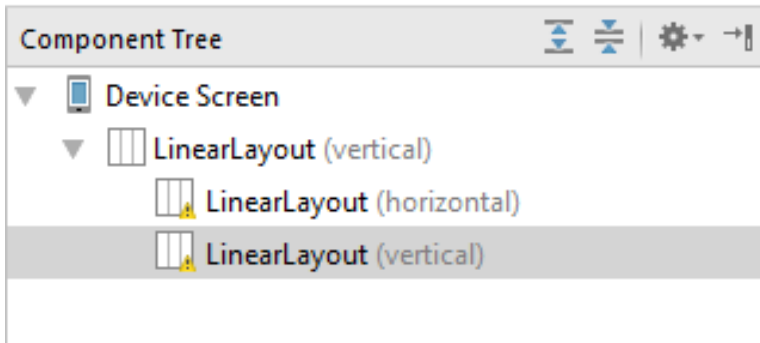
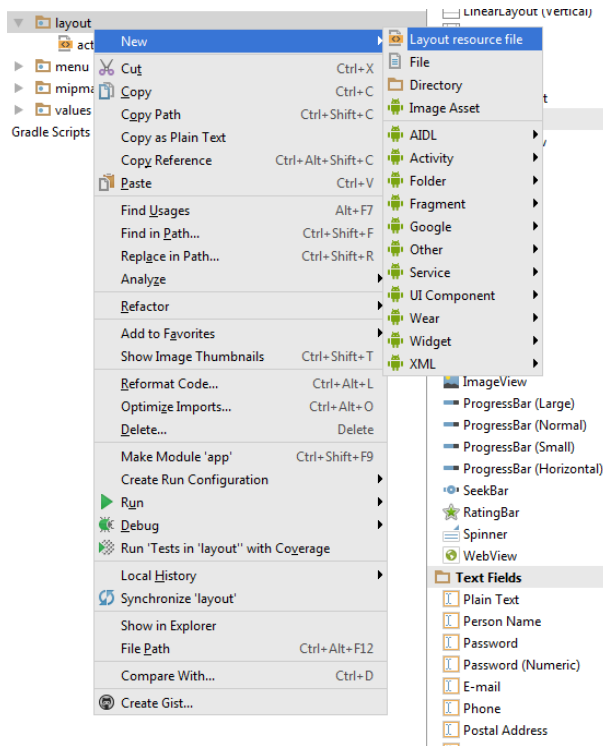


▼ layout:margin	[?, 10dp, 100dp, 50dp, 50dp, ?, ?]
all	
left	10dp
top	100dp
right	50dp
bottom	50dp









▼ gravity	[center_horizontal]
top	<input type="checkbox"/>
bottom	<input type="checkbox"/>
left	<input type="checkbox"/>
right	<input type="checkbox"/>
center_vertical	<input type="checkbox"/>
fill_vertical	<input type="checkbox"/>
center_horizontal	<input checked="" type="checkbox"/>
fill_horizontal	<input type="checkbox"/>
center	<input type="checkbox"/>
fill	<input type="checkbox"/>
clip_vertical	<input type="checkbox"/>
clip_horizontal	<input type="checkbox"/>
start	<input type="checkbox"/>
end	<input type="checkbox"/>

Linear Layout Experiment

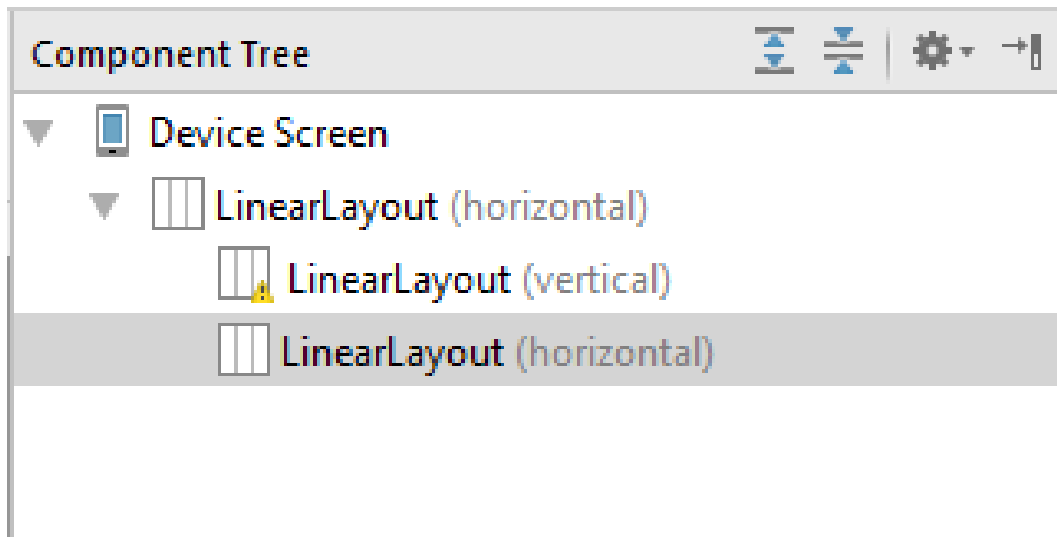
NEW BUTTON NEW BUTTON

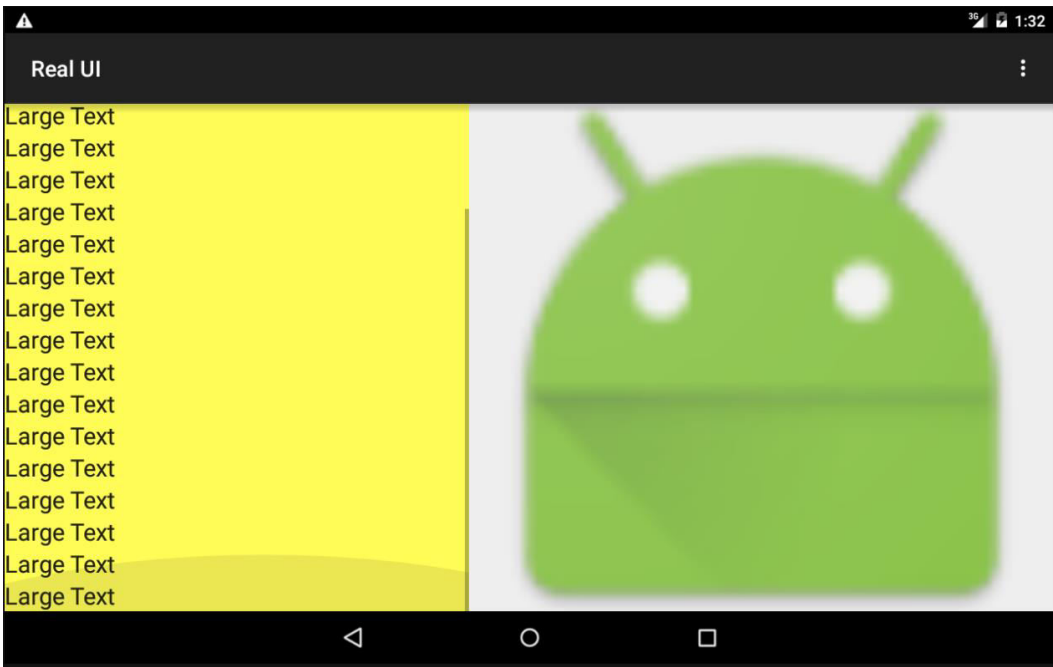
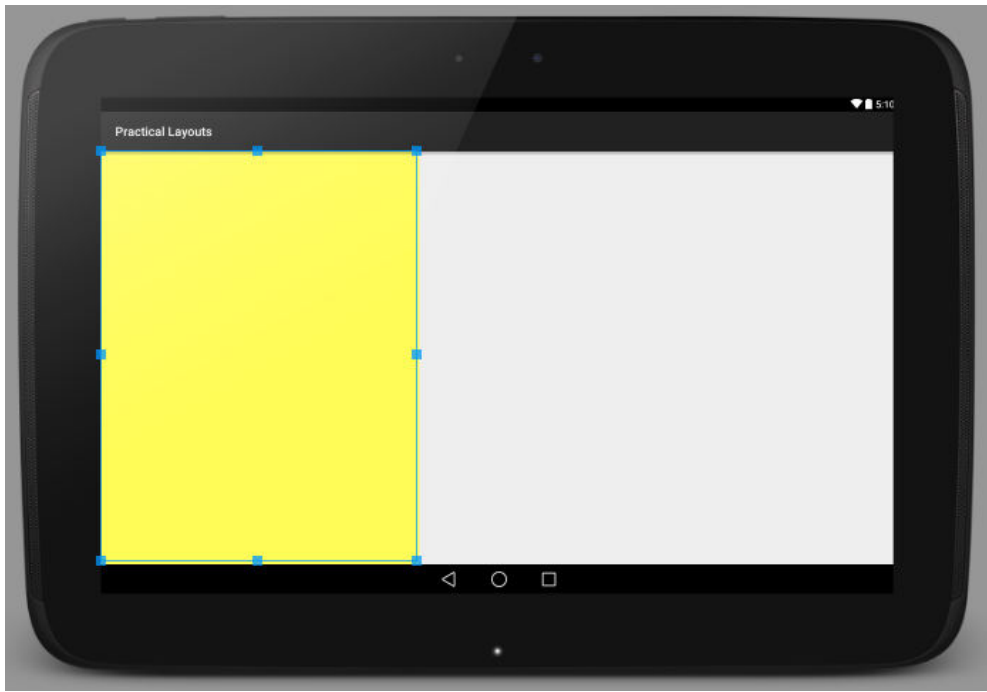
New Text

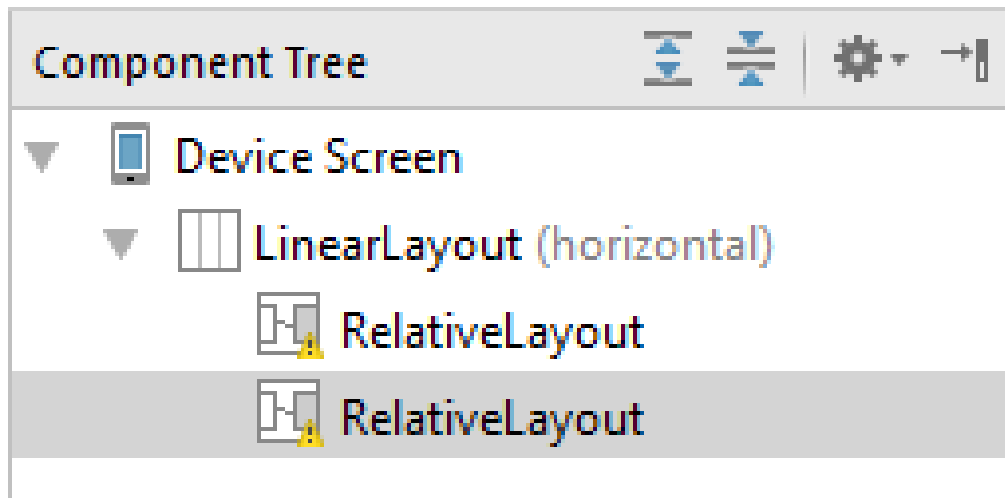
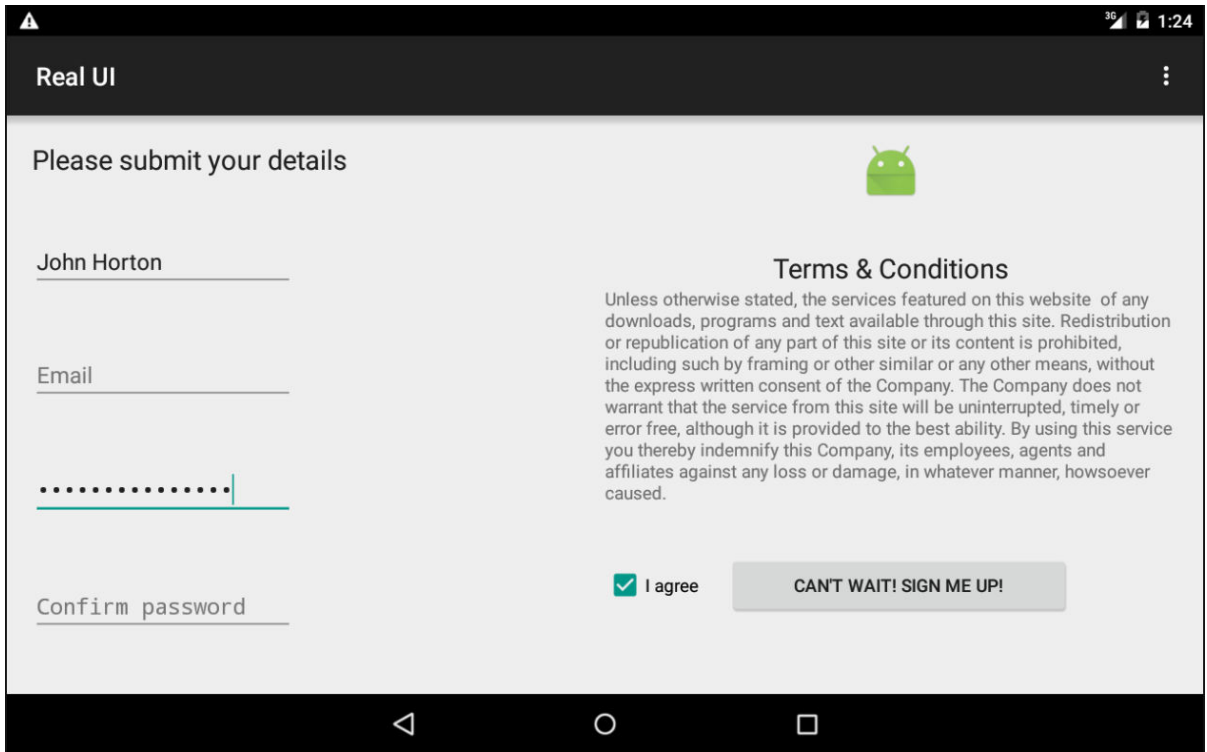
New Text

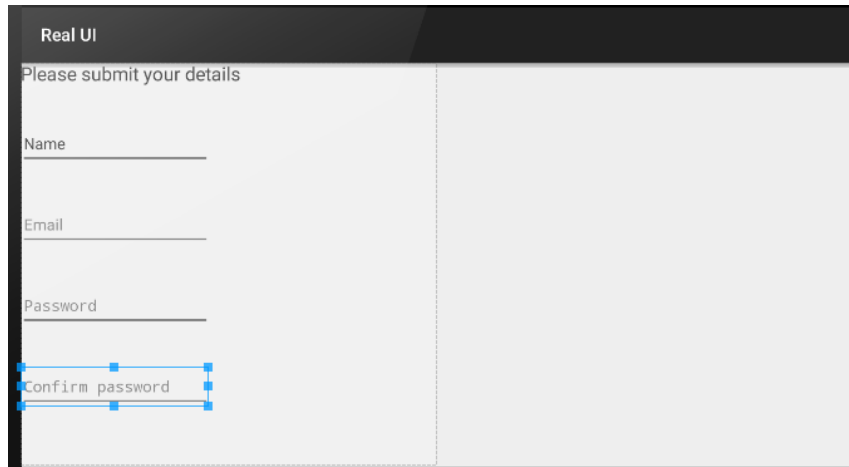
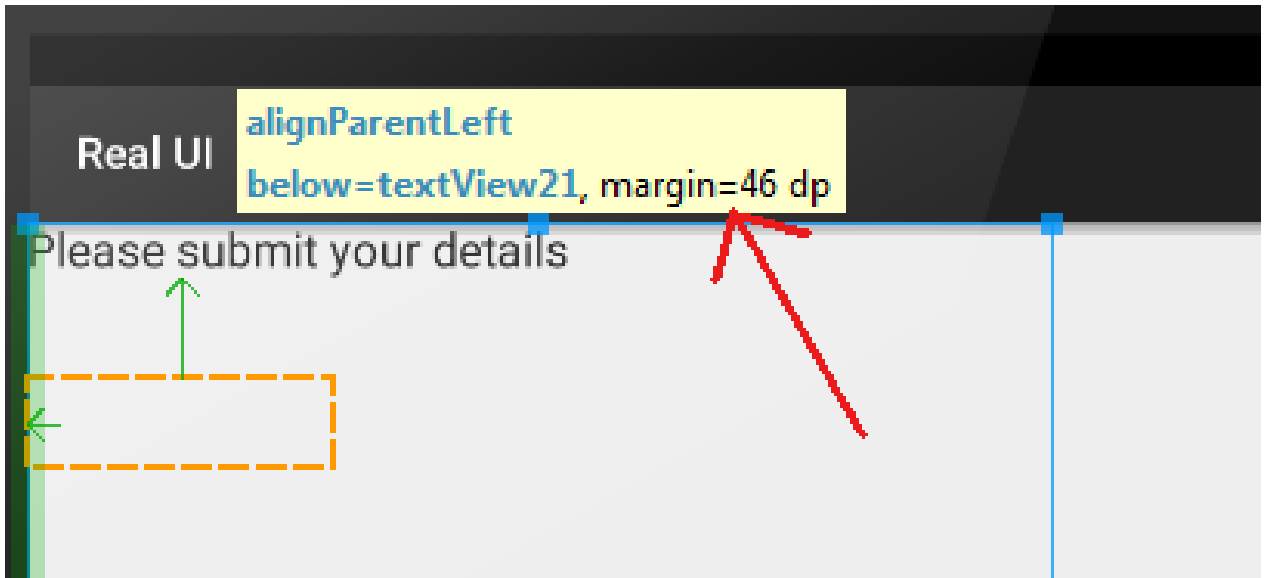
New Text

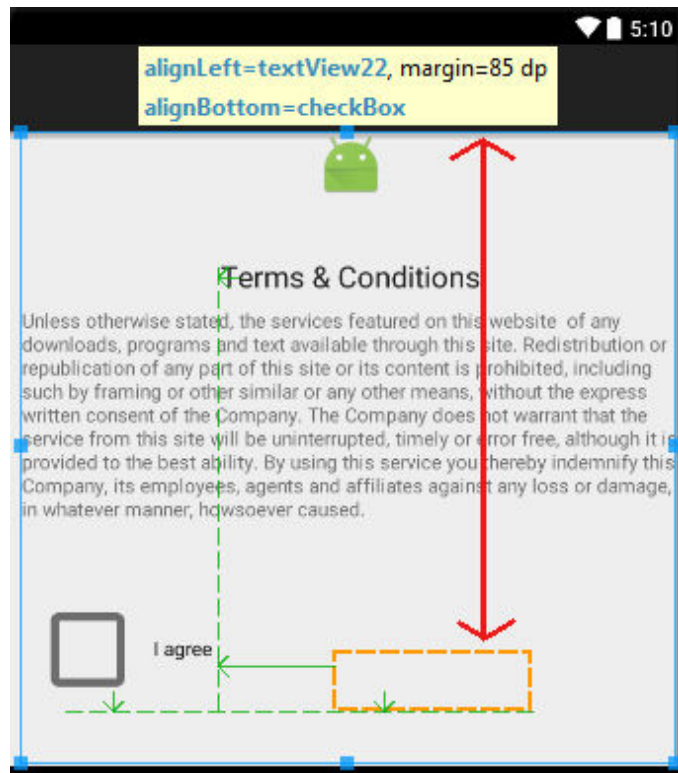
Chapter 5: Real-World Layouts











Please submit your details



Name

Email

Password

Confirm password

Terms & Conditions

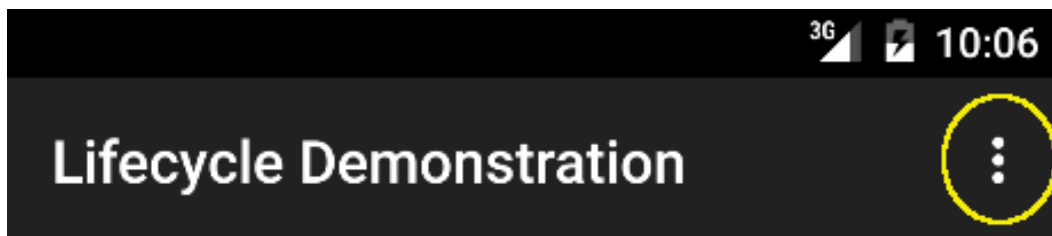
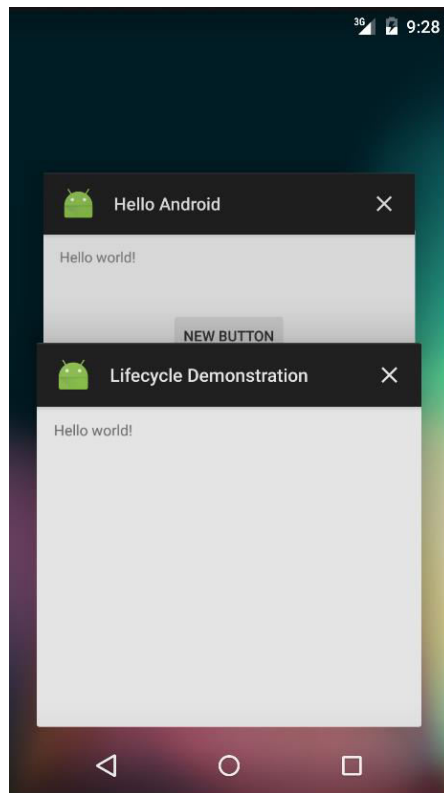
Unless otherwise stated, the services featured on this website of any downloads, programs and text available through this site. Redistribution or republication of any part of this site or its content is prohibited, including such by framing or other similar or any other means, without the express written consent of the Company. The Company does not warrant that the service from this site will be uninterrupted, timely or error free, although it is provided to the best ability. By using this service you thereby indemnify this Company, its employees, agents and affiliates against any loss or damage, in whatever manner, howsoever caused.

I agree

CANT WAIT! SIGN ME UP!



Chapter 6: The Life and Times of an Android App



3G  10:10

Lifecycle Demon

Settings

Chapter 7: Coding in Java Part 1 – Variables, Decisions, and Loops

```
int unreadMessages = 0;
```

```
unreadMessages = "Ada Lovelace";
```

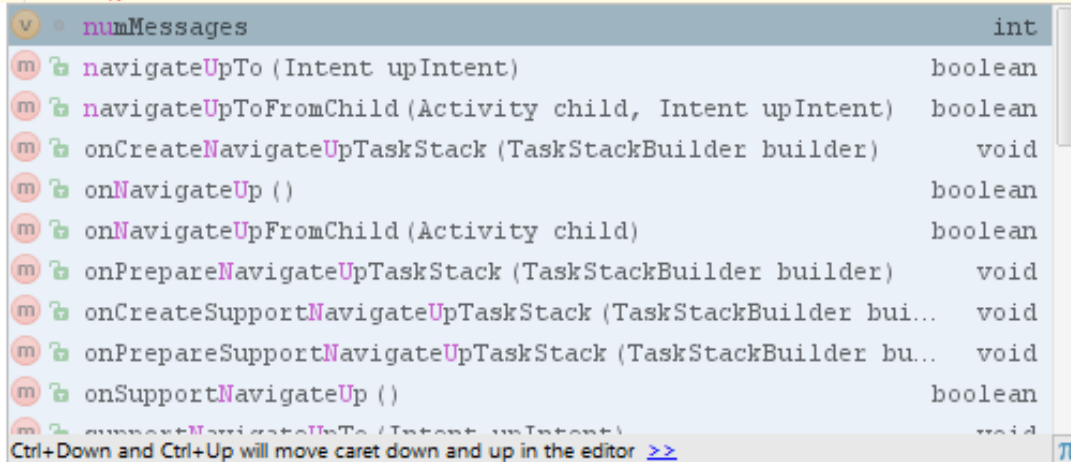
Incompatible types.

Required: **int**

Found: **java.lang.String**

```
int numMessages;
```

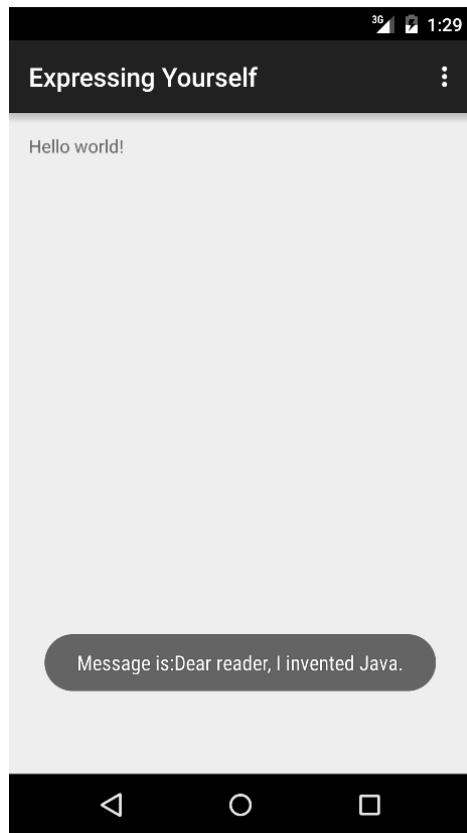
```
nu
```



The screenshot shows an IDE with a variable declaration `int numMessages;` and a dropdown menu for the variable `numMessages`. The dropdown menu lists several methods with their return types:

Method	Return Type
<code>numMessages</code>	<code>int</code>
<code>navigateUpTo (Intent upIntent)</code>	<code>boolean</code>
<code>navigateUpToFromChild (Activity child, Intent upIntent)</code>	<code>boolean</code>
<code>onCreateNavigateUpTaskStack (TaskStackBuilder builder)</code>	<code>void</code>
<code>onNavigateUp ()</code>	<code>boolean</code>
<code>onNavigateUpFromChild (Activity child)</code>	<code>boolean</code>
<code>onPrepareNavigateUpTaskStack (TaskStackBuilder builder)</code>	<code>void</code>
<code>onCreateSupportNavigateUpTaskStack (TaskStackBuilder bui...)</code>	<code>void</code>
<code>onPrepareSupportNavigateUpTaskStack (TaskStackBuilder bu...)</code>	<code>void</code>
<code>onSupportNavigateUp ()</code>	<code>boolean</code>
<code>supportNavigateUpTo (Intent upIntent)</code>	<code>void</code>

At the bottom of the dropdown menu, there is a note: `Ctrl+Down and Ctrl+Up will move caret down and up in the editor >>`




```
public class MainActivity extends AppCompatActivity {  
    1 tab @Override  
    | protected void onCreate(Bundle savedInstanceState) {  
    Equal | 1 tab super.onCreate(savedInstanceState);  
    Indent | setContentView(R.layout.activity_main); |  
    | }  
    | }
```


COUNTUP

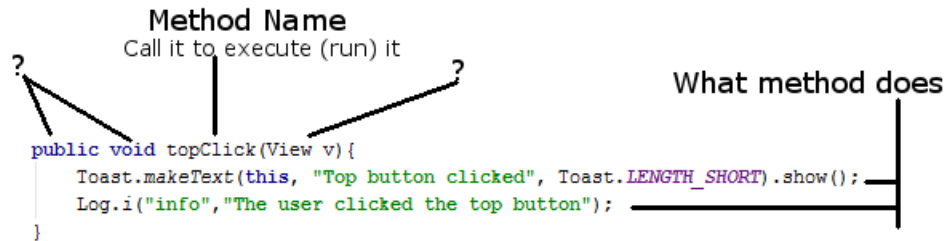
COUNTDOWN

NESTED

```
// a nested for loop
for(int i = 0; i < 3; i ++){
    for(int j = 3; j > 0; j --){
        // Output the values of i and j
        Log.i("i =" + i, "j=" + j);
    }
}
```



Chapter 8: Coding in Java Part 2 – Methods

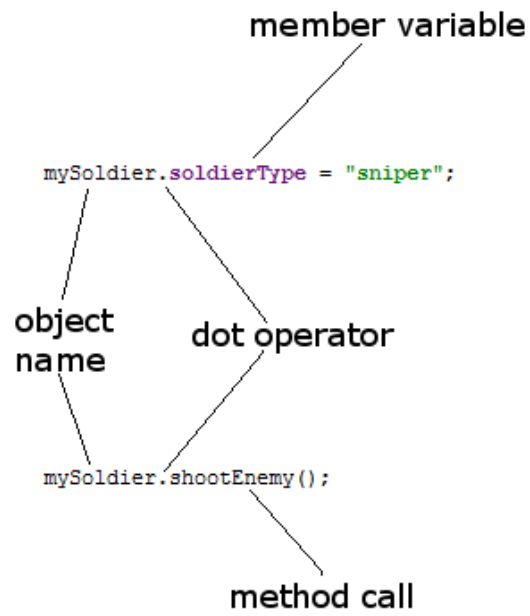


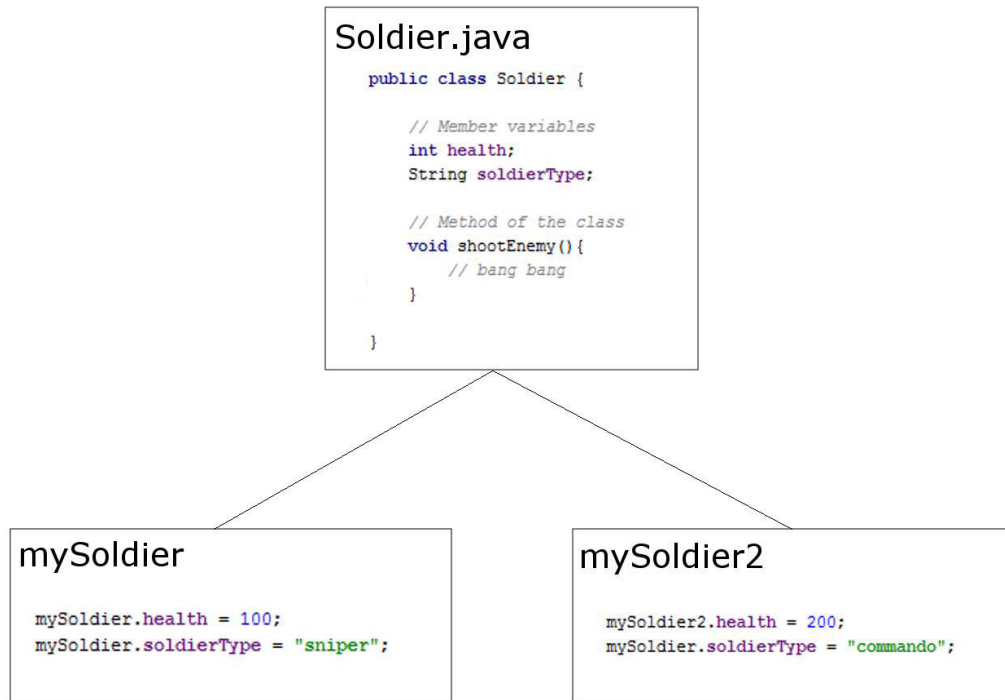
Chapter 9: Object-Oriented Programming

Type Name Assignment

```
Soldier mySoldier = new Soldier();
```

Special "constuctor" method
that creates a Soldier



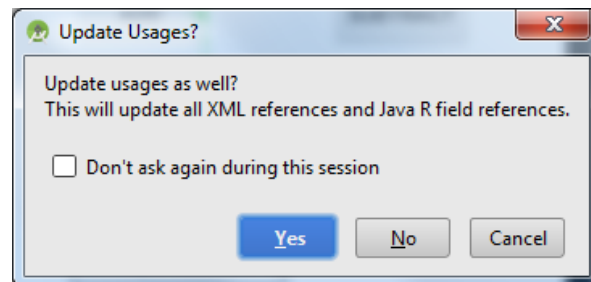
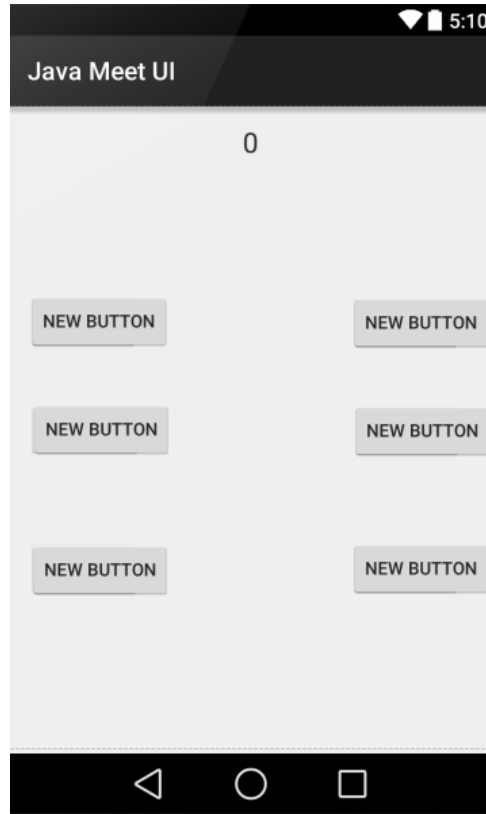


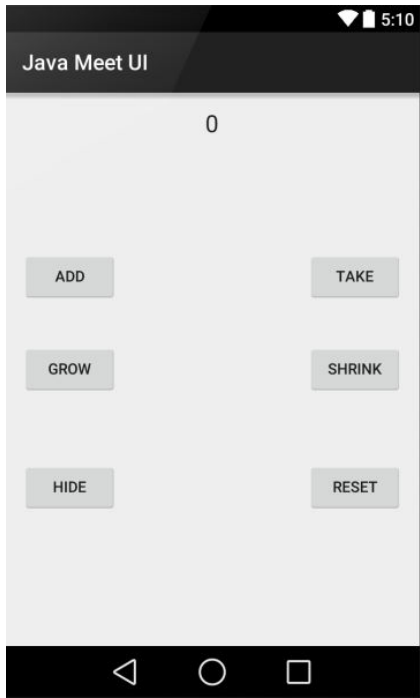
```
MainActivity.java x activity_main.xml x Soldier.java x  
package com.gamecodeschool.basicclasses;  
  
/*  
 * Created by John on 27/02/2016.  
 */  
public class Soldier {  
}
```

we

v	wellington	Soldier
m	getDrawerToggleDelegate ()	Delegate
Press Ctrl+Space to see non-imported classes >>		

Chapter 10: Everything's a Class

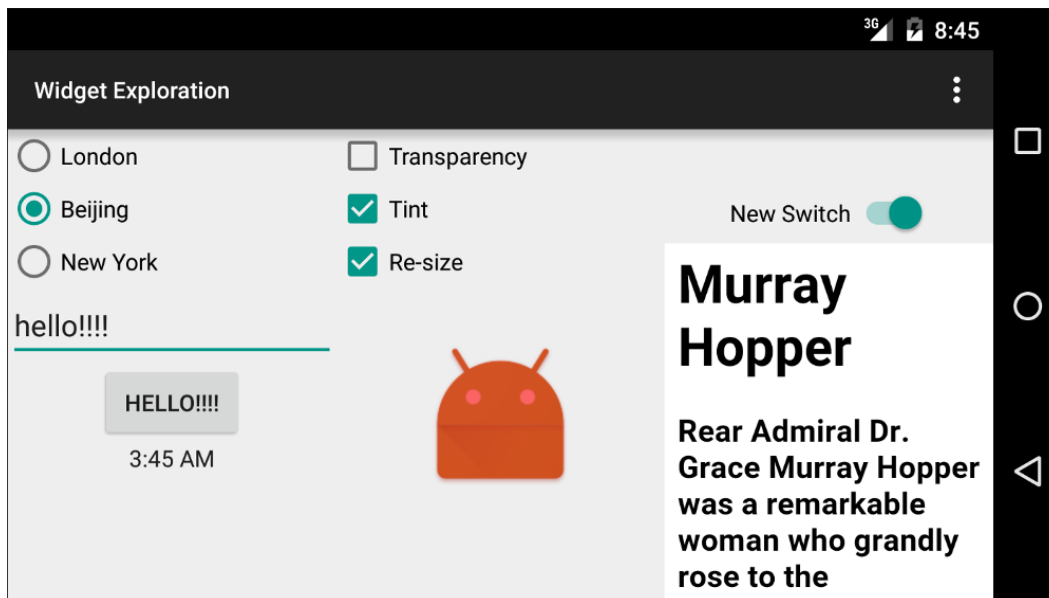
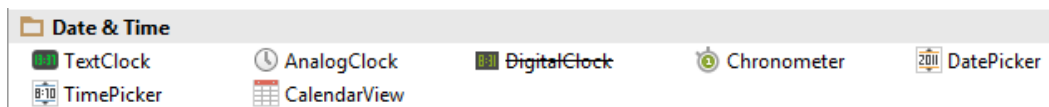
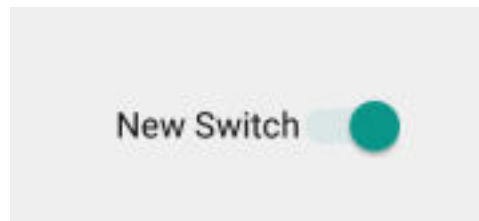
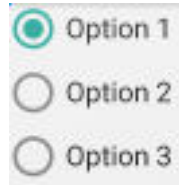


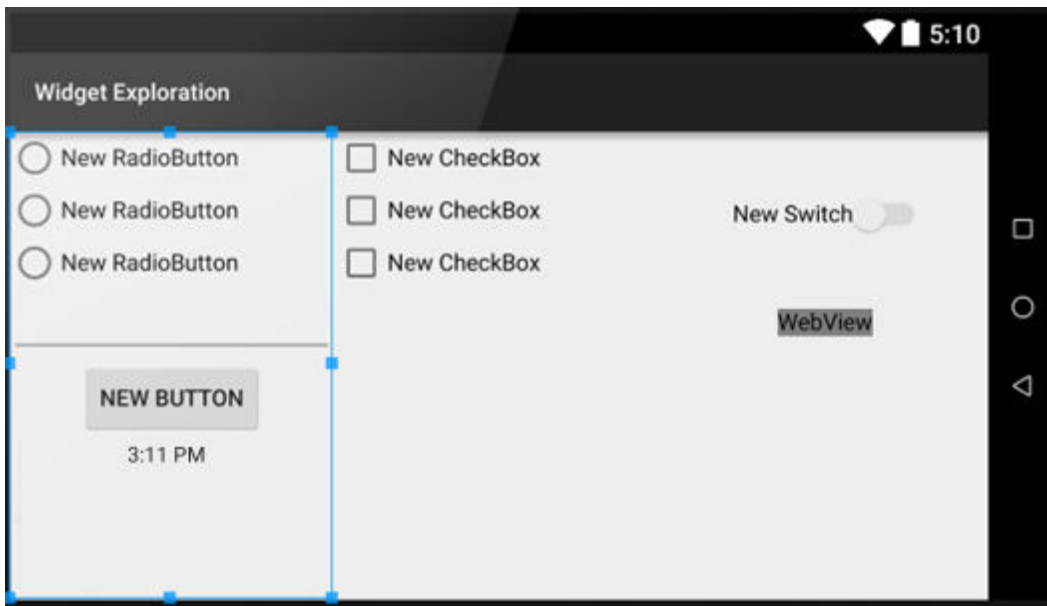


- Implement methods
- Make 'MainActivity' abstract

- Create Test ▶
- Create subclass ▶
- Make package-local ▶

Chapter 11: Widget Mania

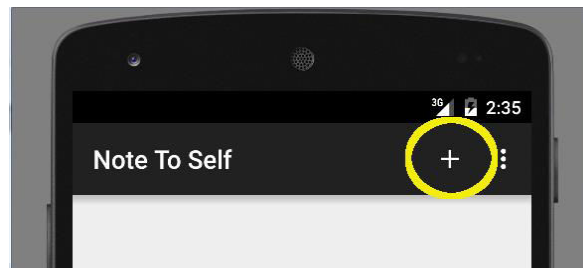
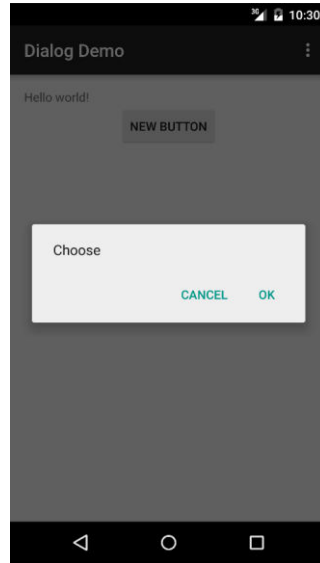


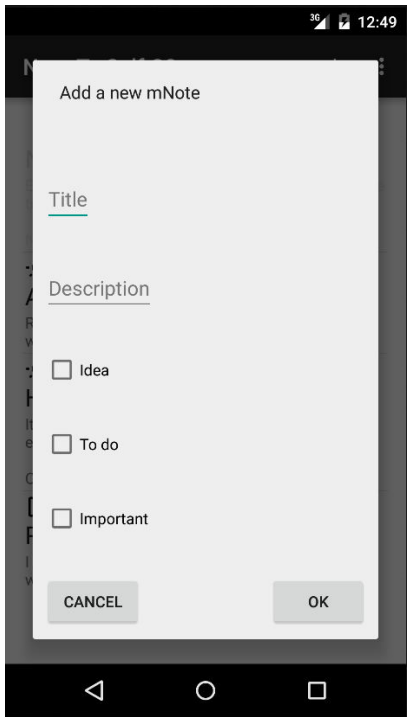


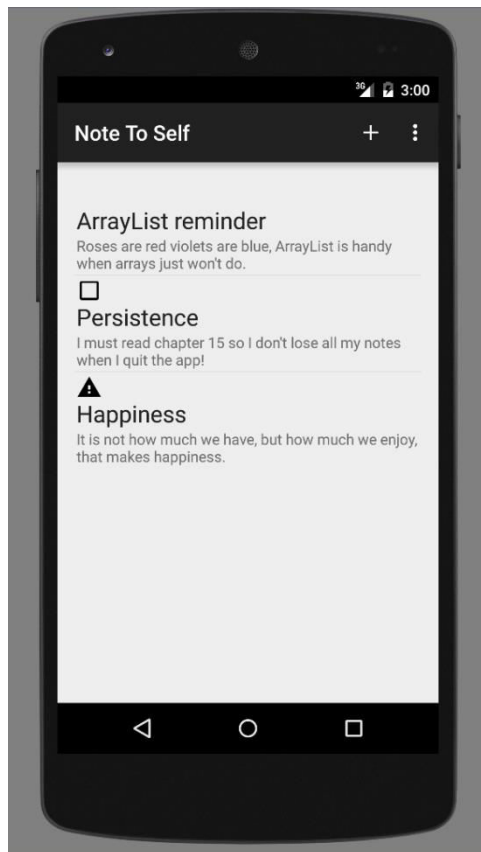
Tada!

TADA!

Chapter 12: Having a Dialogue with the User







Note To Self



ArrayList reminder

Roses are red violets are blue, ArrayList is handy when arrays just won't do.



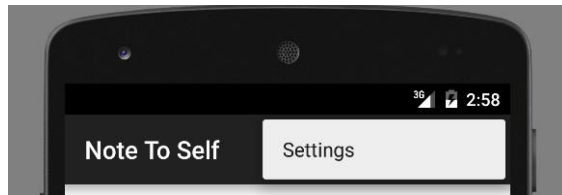
Persistence

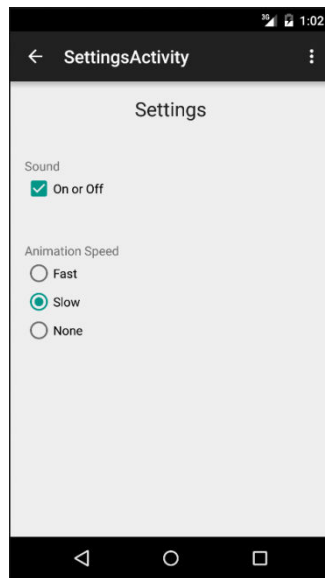
I must read chapter 15 so I don't lose all my notes when I quit the app!








Happiness

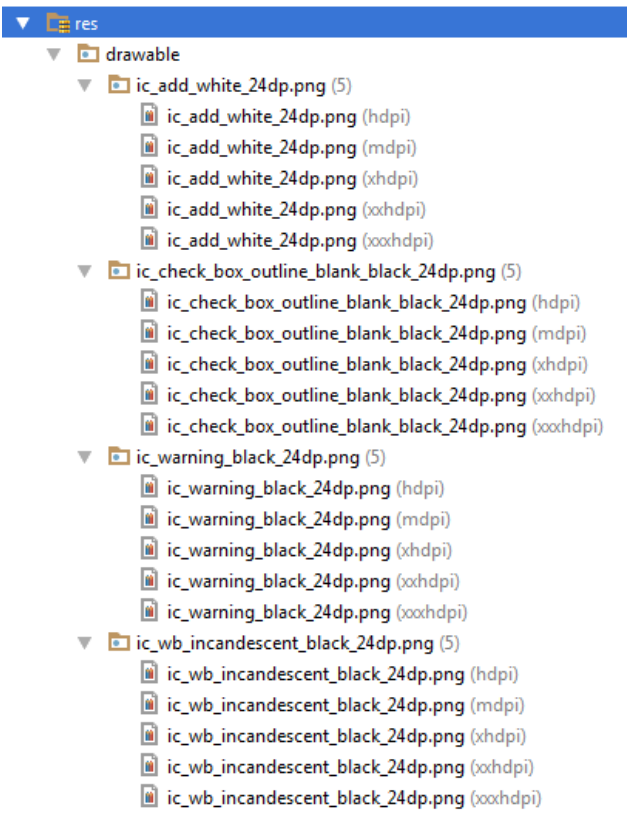
It is not how much we have, but how much we enjoy, that makes happiness.

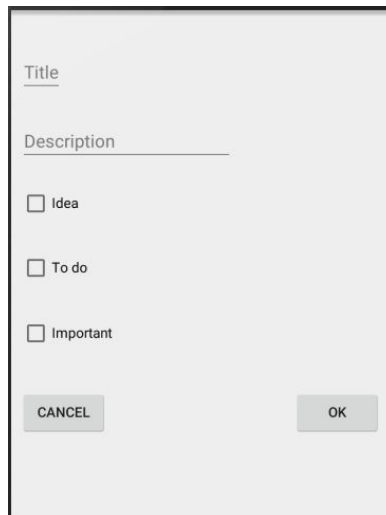
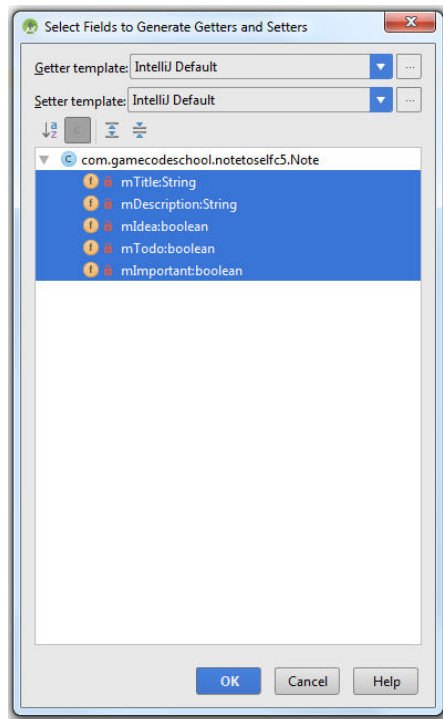


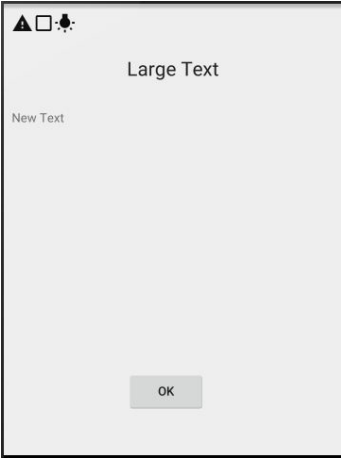


Name

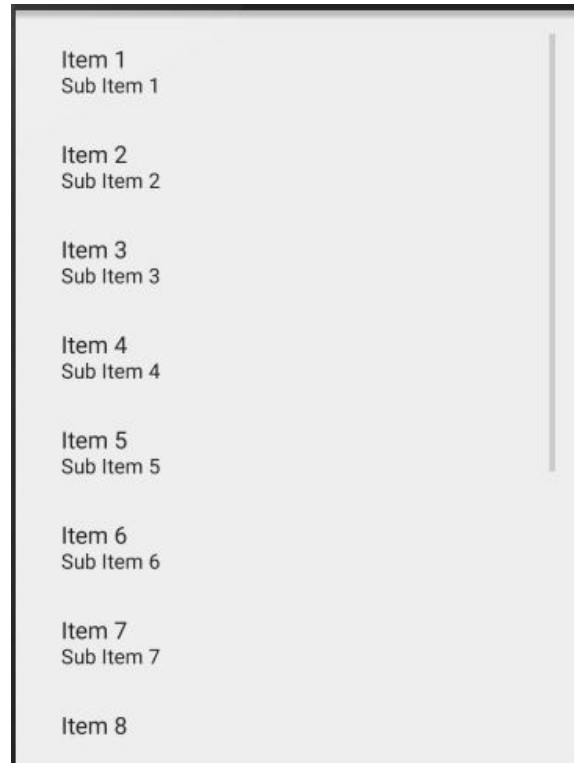
-  drawable-hdpi
-  drawable-mdpi
-  drawable-xhdpi
-  drawable-xxhdpi
-  drawable-xxxhdpi



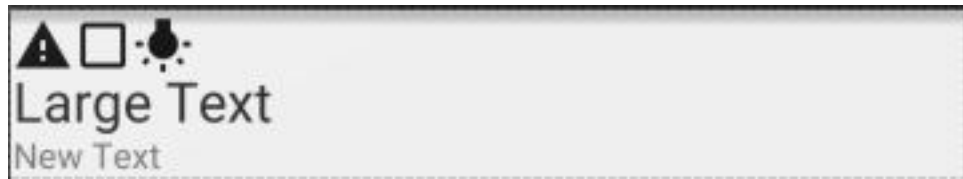




Chapter 13: Handling and Displaying Arrays of Data



Chapter 14: Handling and Displaying Notes in Note To Self



ArrayList reminder

Roses are red violets are blue, ArrayList is handy when arrays just won't do.



Persistence


I must read chapter 15 so I don't lose all my notes when I quit the app!



Happiness

It is not how much we have, but how much we enjoy, that makes happiness.

Your mNote

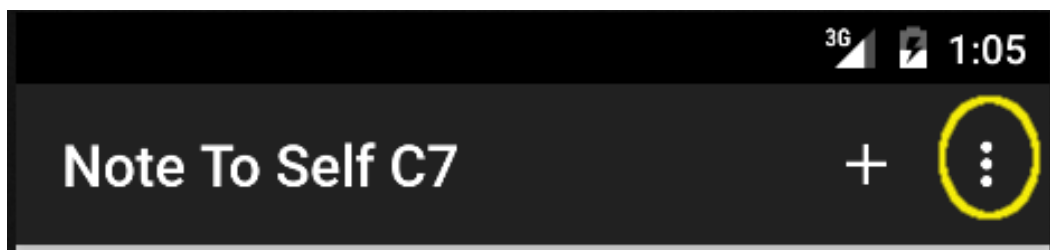
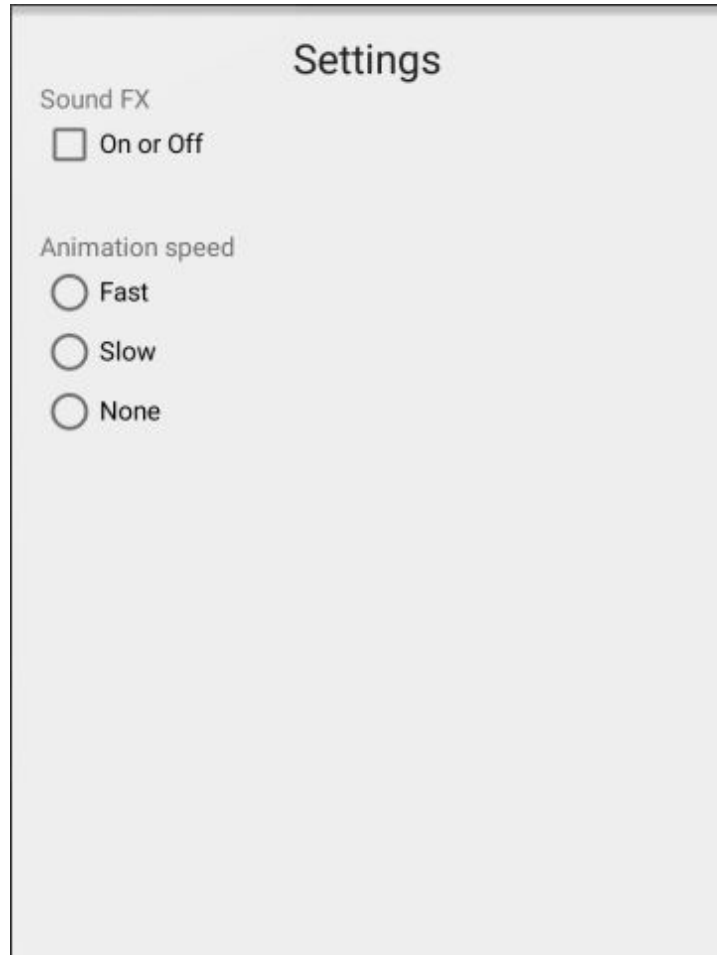


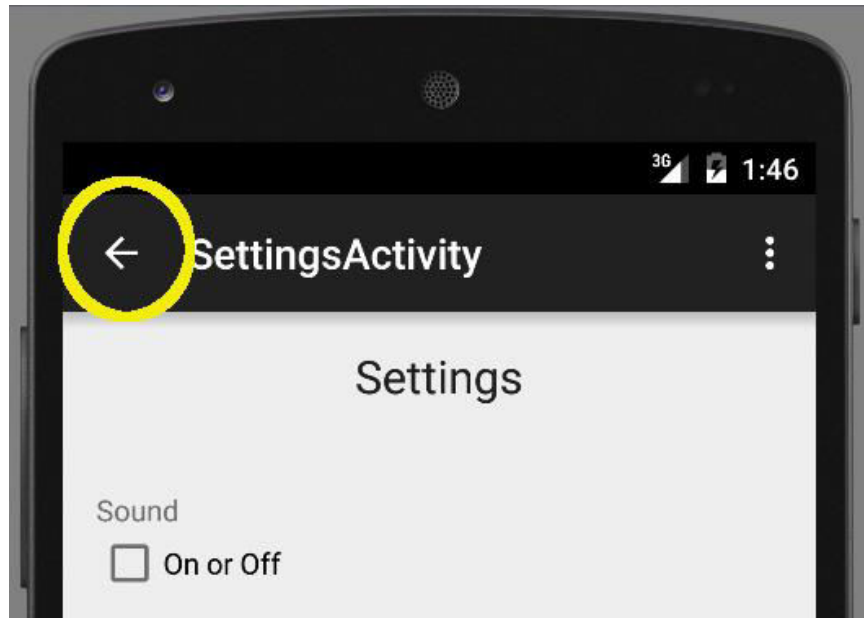
ArrayList reminder

Roses are red, Violets are blue, ArrayList is handy when arrays just won't do.

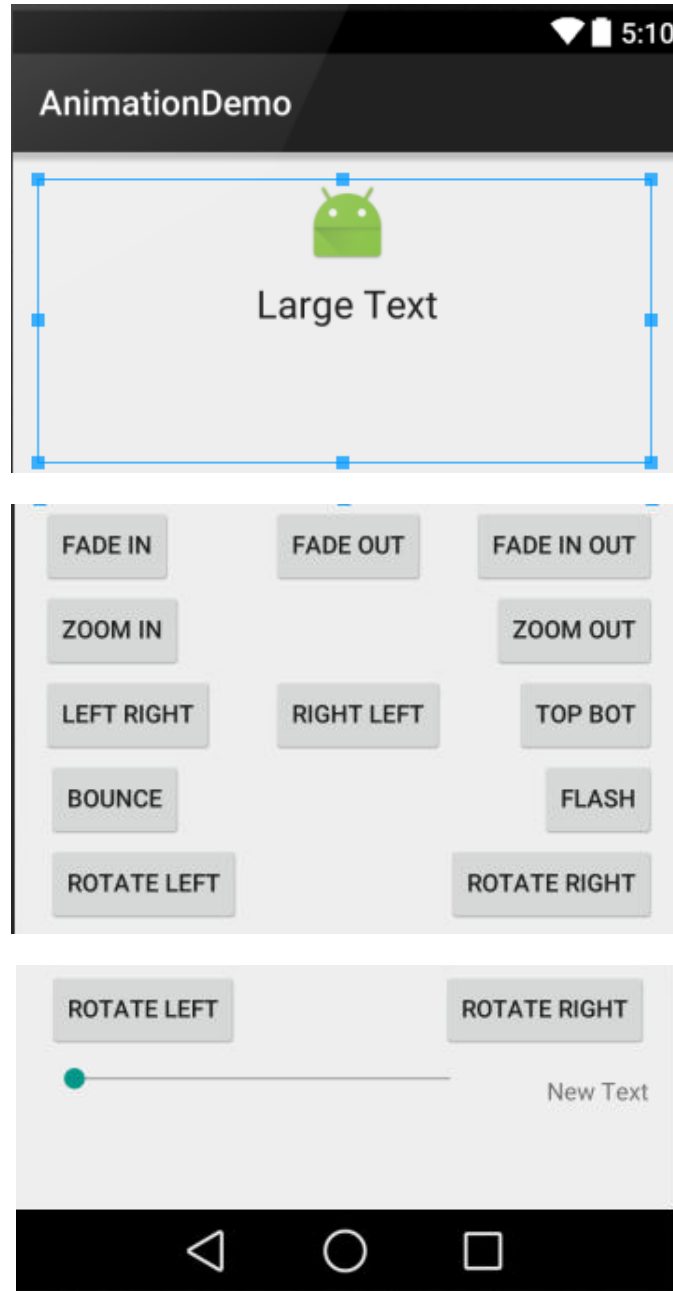
OK

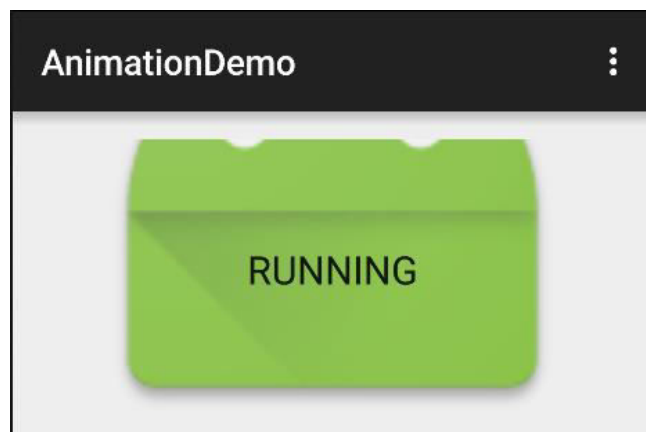
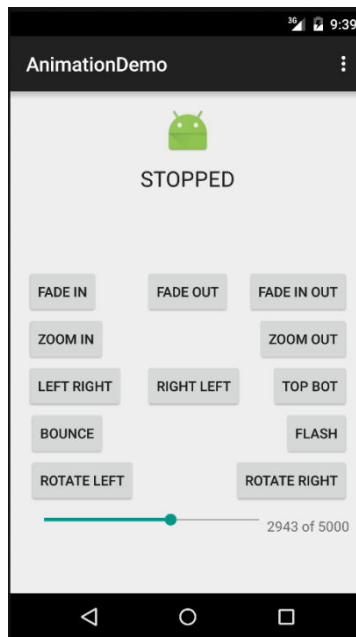
Chapter 15: Android Intent and Persistence





Chapter 16: UI Animations





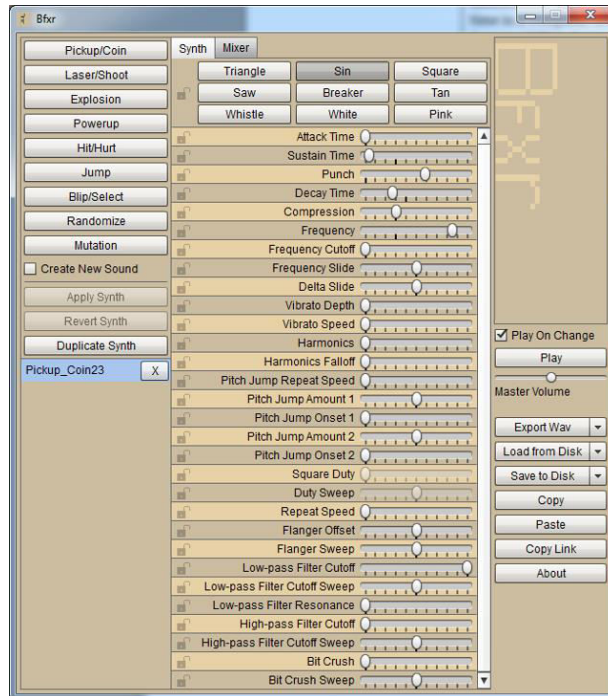
3G 9:44

AnimationDemo



RUNNING

Chapter 17: Sound FX and Supporting Different Versions of Android



Pickup/Coin

Laser/Shoot

Explosion

Powerup

Hit/Hurt

Jump

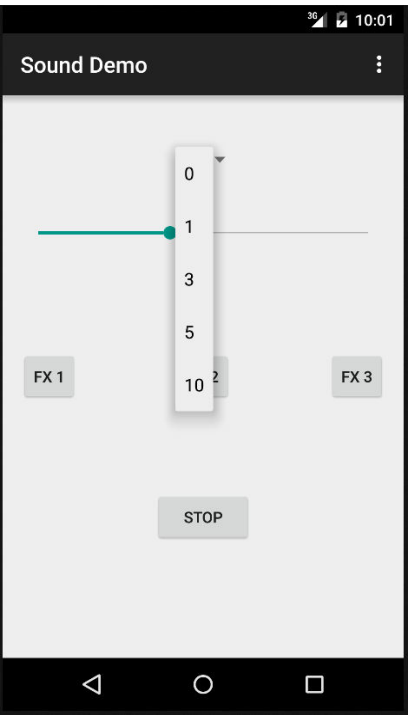
Blip/Select

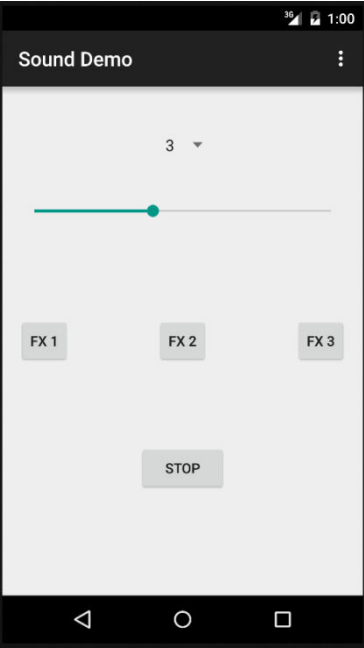
Randomize

Mutation

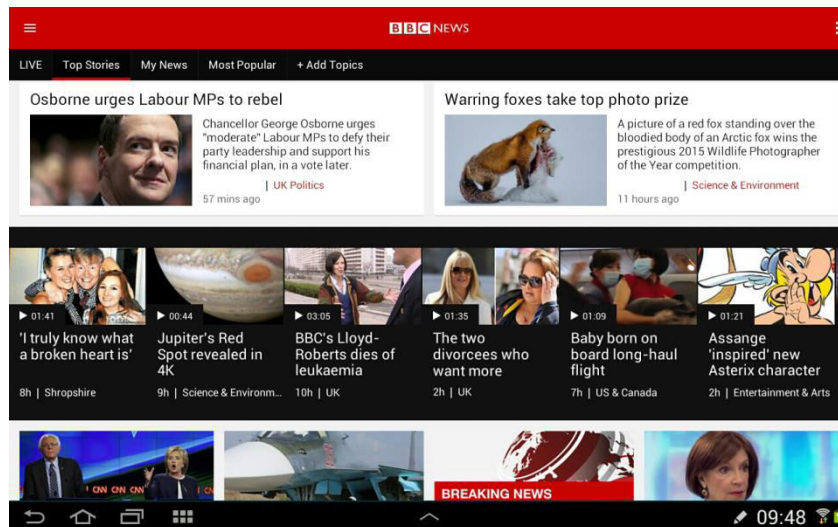
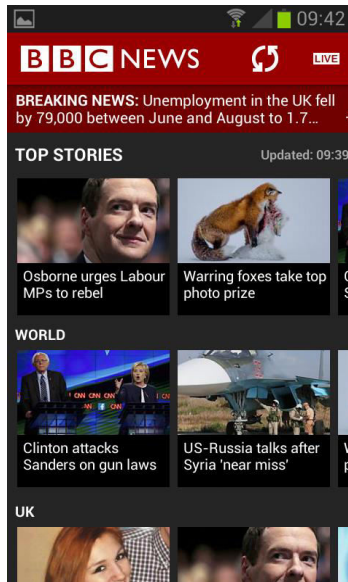
A vertical stack of 30 audio effect sliders. Each slider consists of a horizontal bar with a white knob and a vertical line indicating the current value. The labels on the left are: Attack Time, Sustain Time, Punch, Decay Time, Compression, Frequency, Frequency Cutoff, Frequency Slide, Delta Slide, Vibrato Depth, Vibrato Speed, Harmonics, Harmonics Falloff, Pitch Jump Repeat Speed, Pitch Jump Amount 1, Pitch Jump Onset 1, Pitch Jump Amount 2, Pitch Jump Onset 2, Square Duty, Duty Sweep, Repeat Speed, Flanger Offset, Flanger Sweep, Low-pass Filter Cutoff, Low-pass Filter Cutoff Sweep, Low-pass Filter Resonance, High-pass Filter Cutoff, High-pass Filter Cutoff Sweep, Bit Crush, and Bit Crush Sweep. A scroll bar is on the right side of the stack.

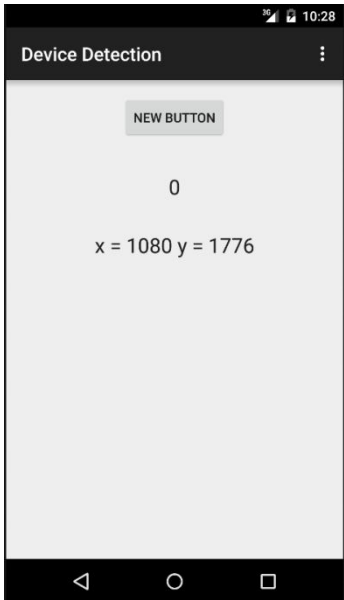
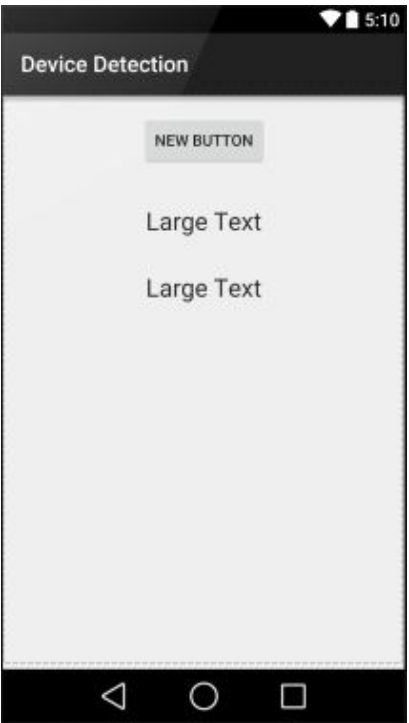
Export Wav

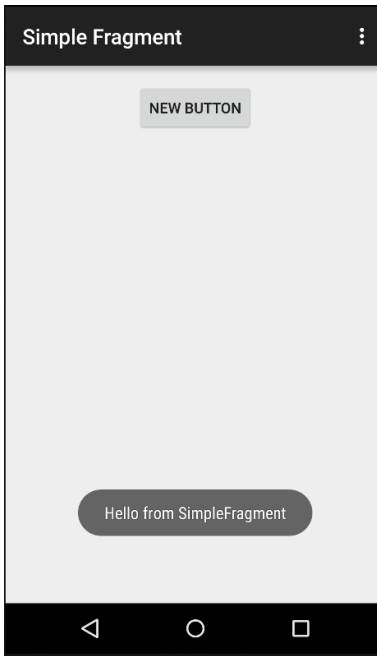




Chapter 18: Design Patterns, Fragments, and the Real World

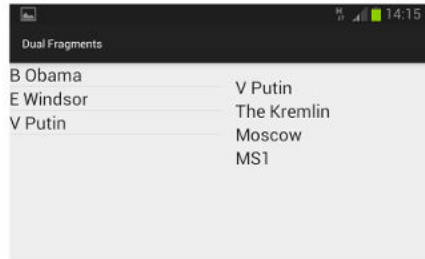




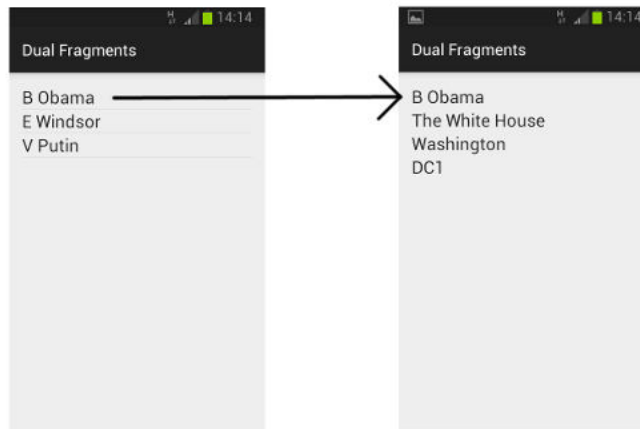


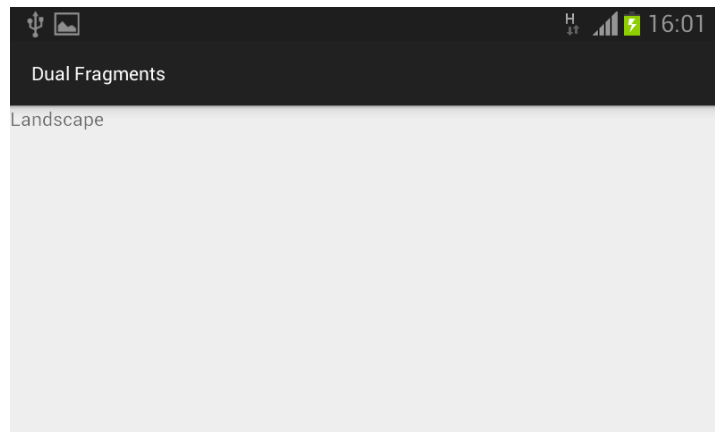
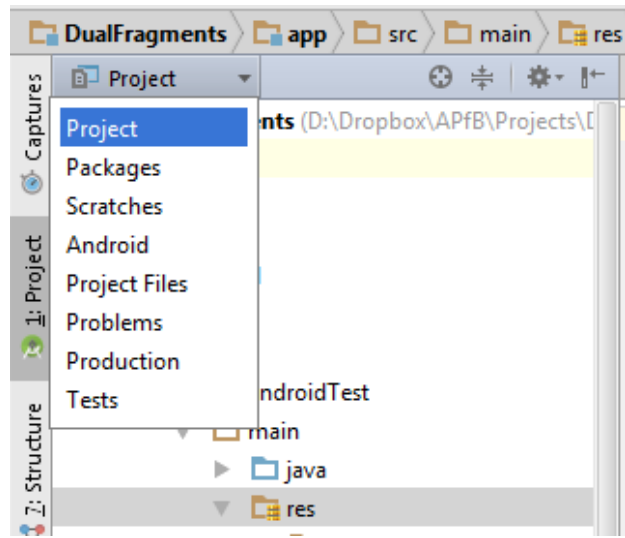
Chapter 19: Using Multiple Fragments

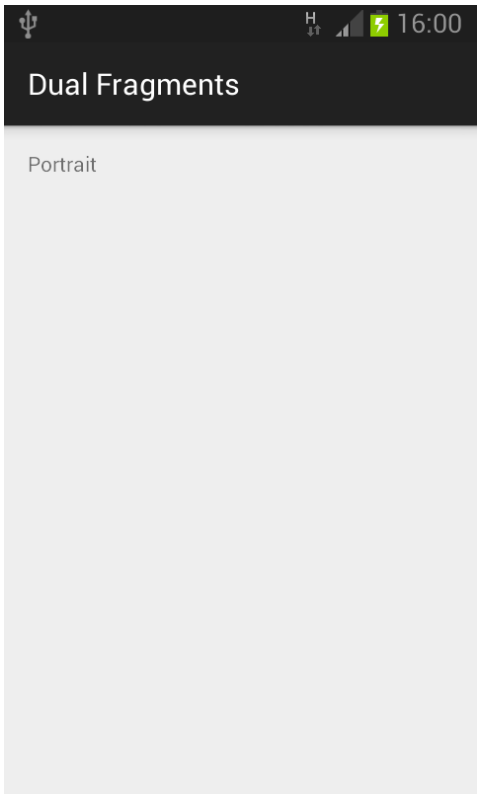
Landscape

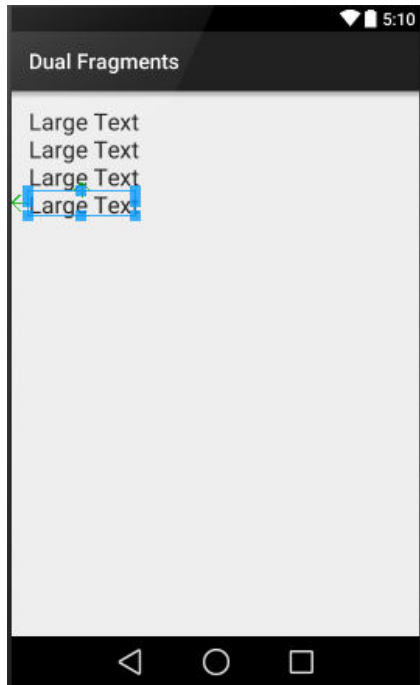
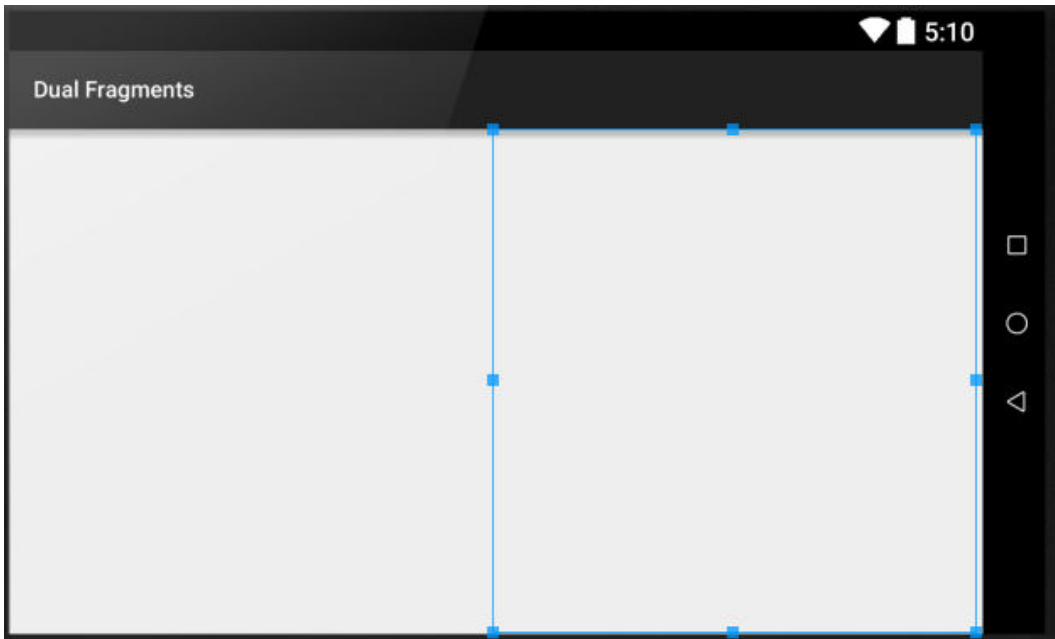


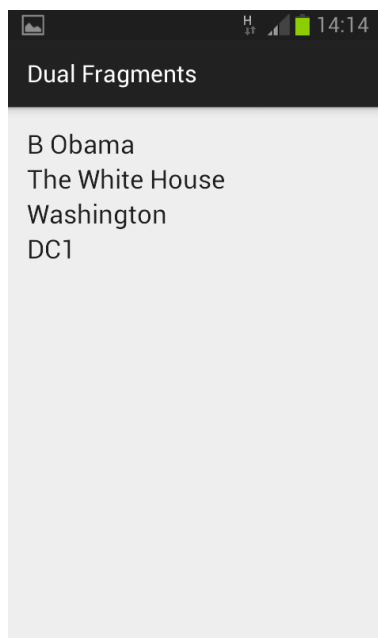
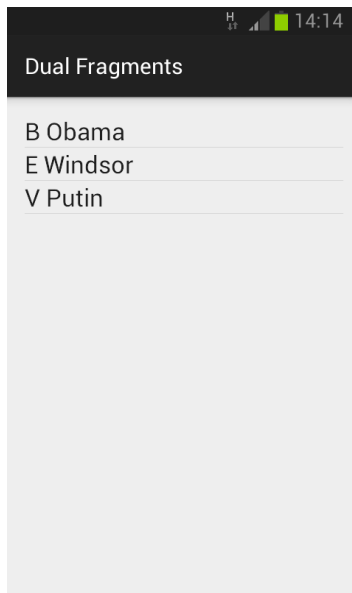
Portrait













H 14:15

Dual Fragments

B Obama

E Windsor

V Putin

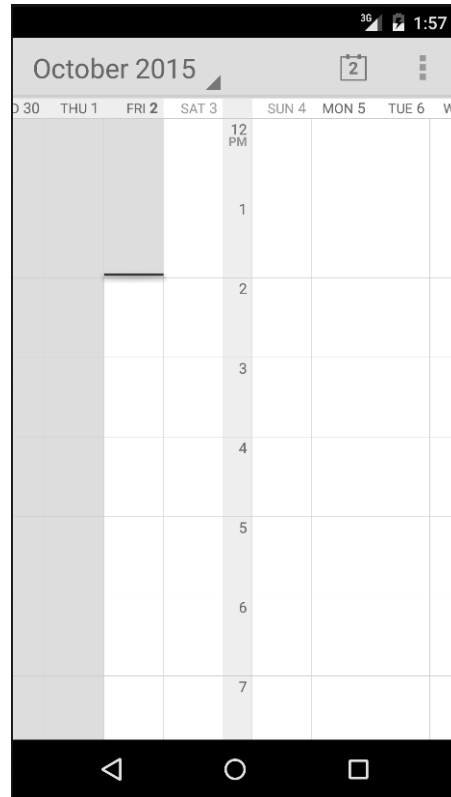
V Putin

The Kremlin

Moscow

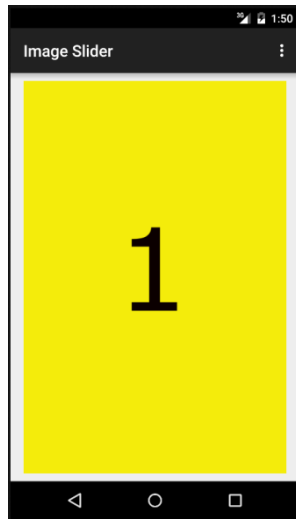
MS1

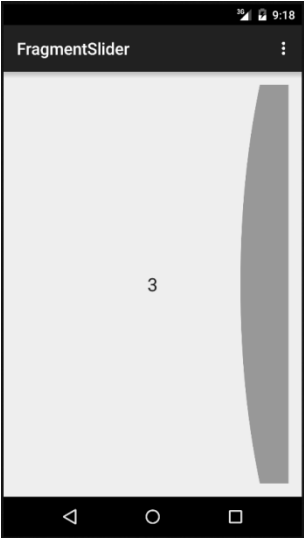
Chapter 20: Paging and Swiping



"Pages" scroll in and out of view

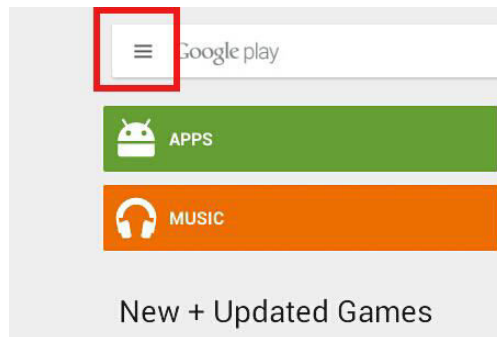
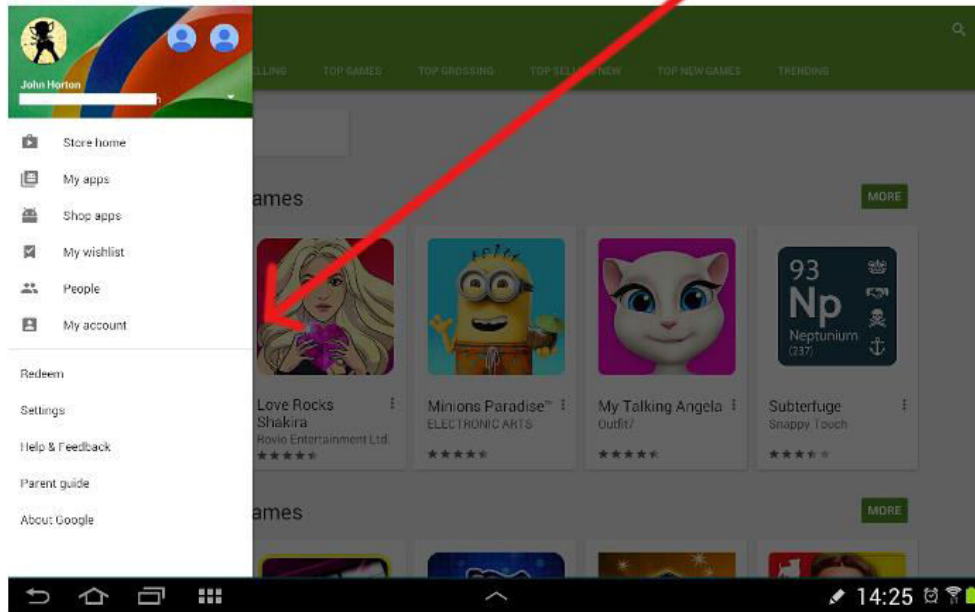


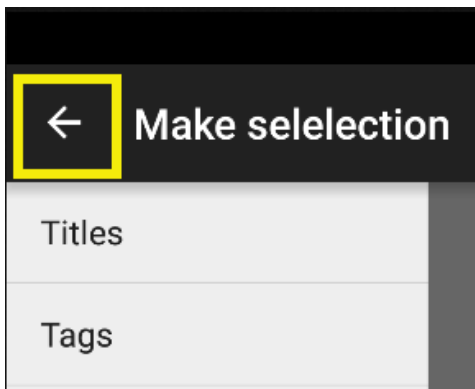
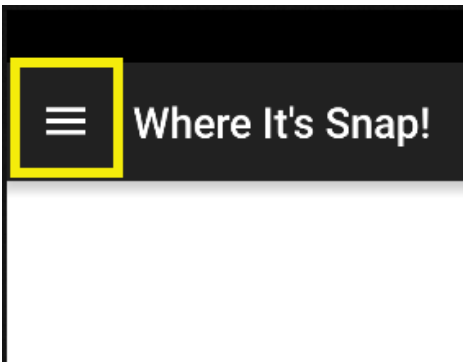


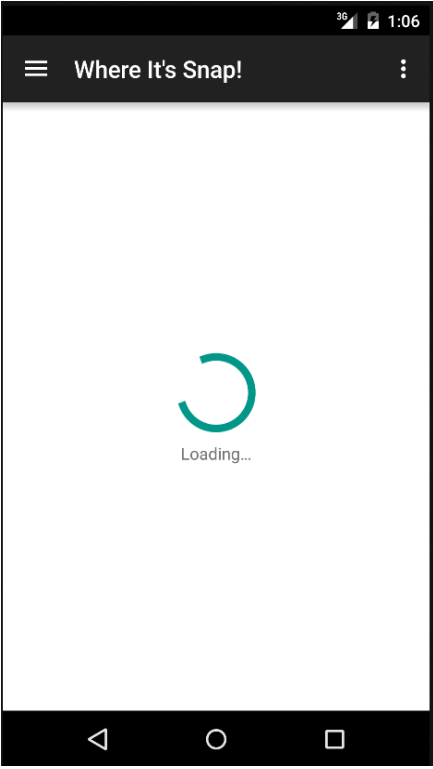


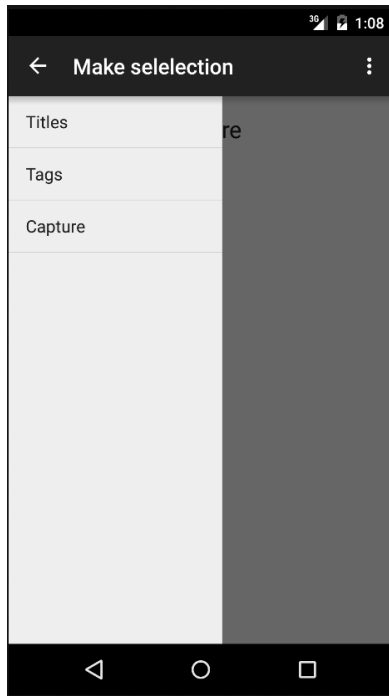
Chapter 21: Navigation Drawer and Where It's Snap

Navigation drawer

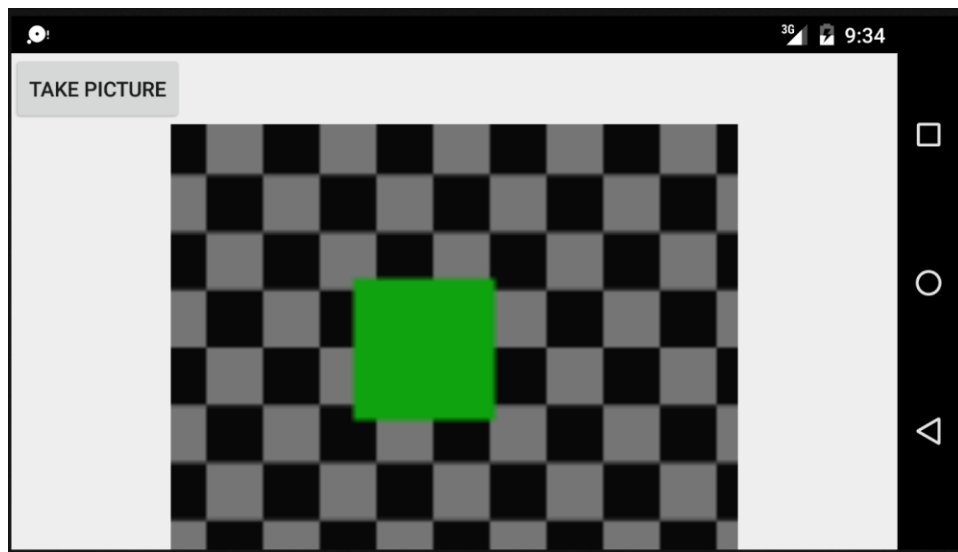
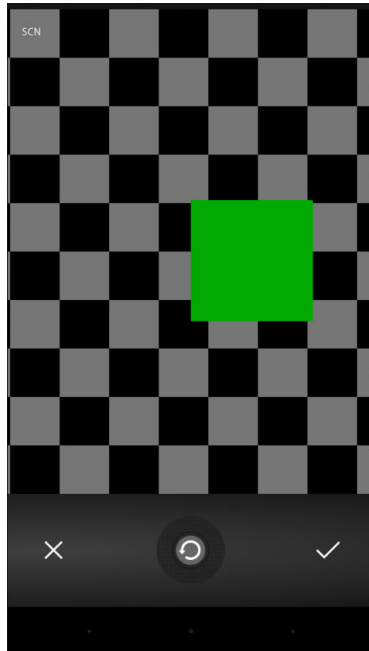


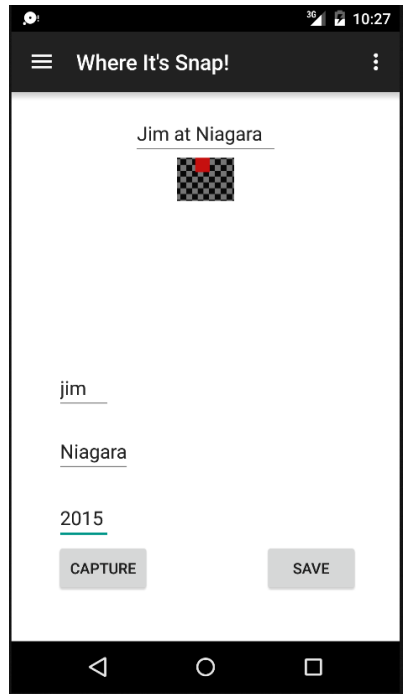
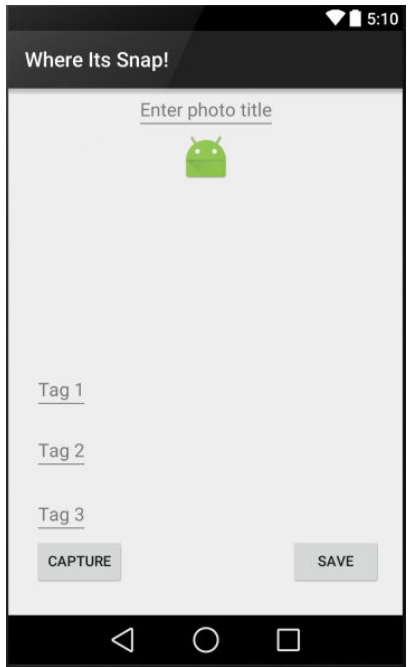






Chapter 22: Capturing Images

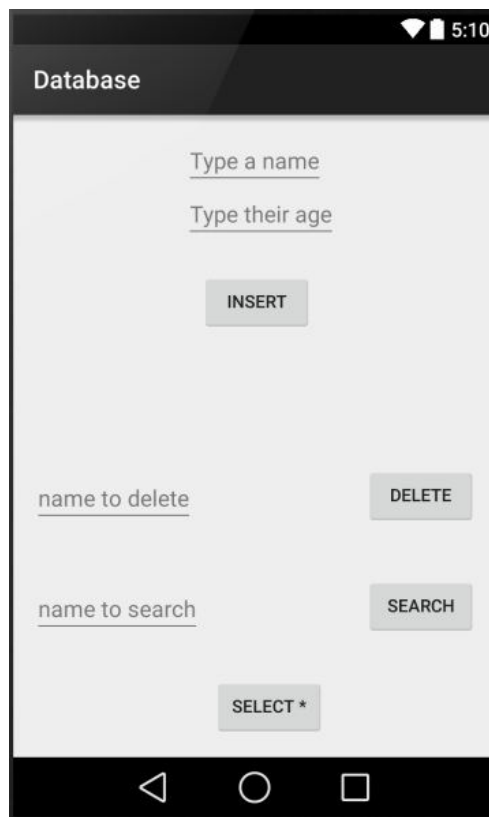


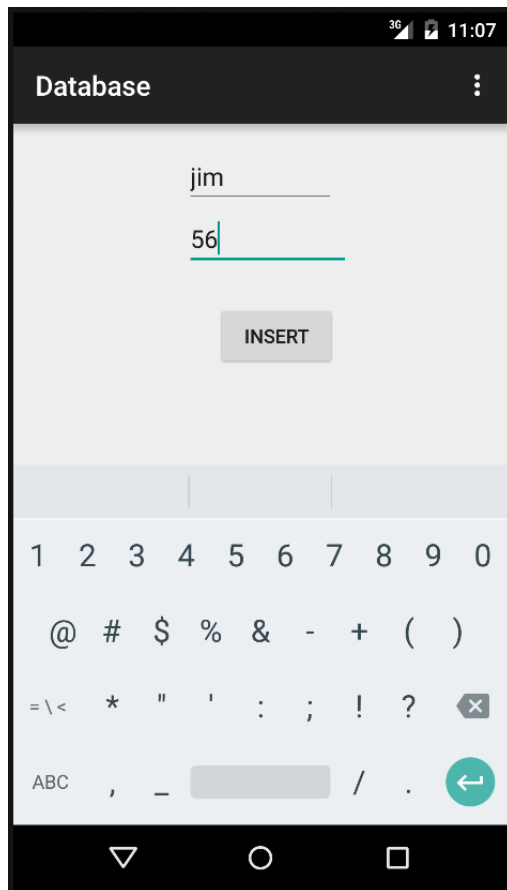


Chapter 23: Using SQLite Databases in Our Apps

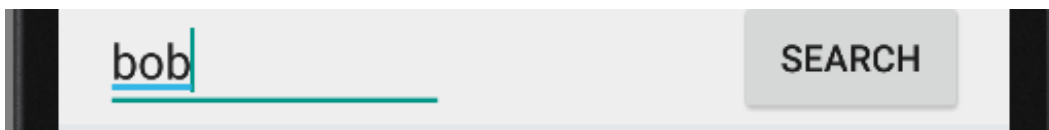
<u>_ID</u>	name	score
1	Bart	23
2	Lisa	100
3	Jim	66

<u>_ID</u>	name	score
1	Bart	23
2	Lisa	100





```
I/bob: 42  
I/jim: 56  
I/Ed: 22  
I/Divij: 23  
I/Merwyn: 24
```



bob

DELETE

```
I/delete() =: DELETE FROM names_and_addresses WHERE name = 'bob';  
I/jim: 56  
I/Ed: 22  
I/Divij: 23  
I/Merwyn: 24
```

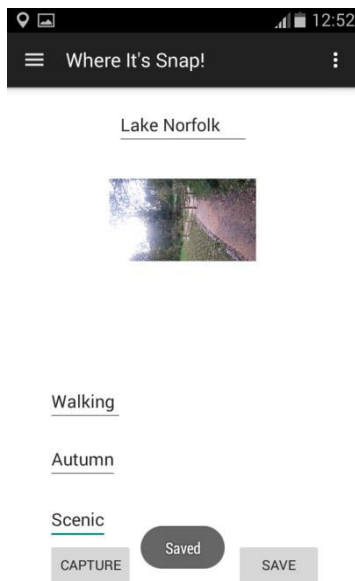
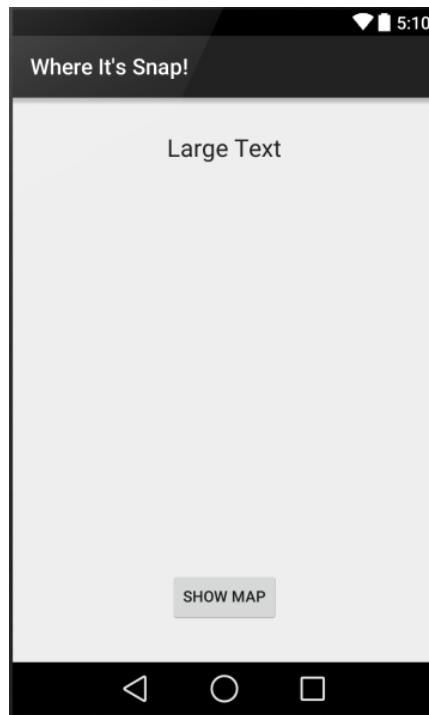
Chapter 24: Adding a Database to Where It's Snap

wis_table_photos

_id	image_title	image_uri	tag1	tag2	tag 3
1	Dave in the pool	/external/ima	2016	Barbados	Fun
2	Sarah on the beach	/external/ima	2015	Barbados	Pretty
3	My new car	/external/ima	2016	UK	Sad

wis_table_tags

_id	tag
1	Barbados
2	2015
3	2016
4	Fun
5	Pretty
6	UK
7	Sad



2015

Bahamas

Fun

Autumn

Walking

UK

Scenic

Scenic

2016

Holiday

Cute

Jim on holiday

Marriots Way

Lake Norfolk

Lake Norfolk

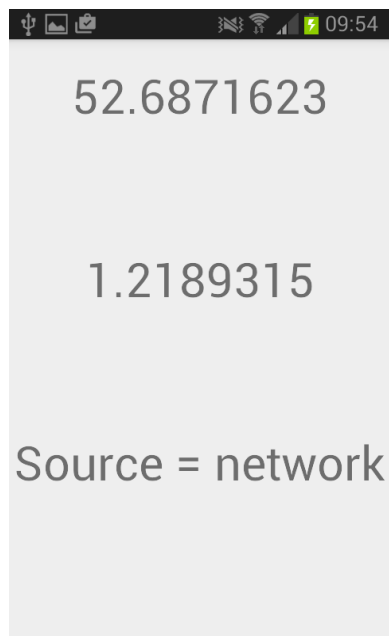
Lake Norfolk

Mysterious path


Bahamas beach

Chris on surfboard

Chapter 25: Integrating Google Maps and GPS Locations



```
MapsActivity.java x activity_maps.xml x google_maps_api.xml x
<resources>
<!--
TODO: Before you run your application, you need a Google Maps API key.
To get one, follow this link, follow the directions and press "Create" at the end:
https://console.developers.google.com/flows/enableapi?apiid=maps_android_backend&keyType=CLIENT_SIDE_ANDROID&...com.gemecodeschool.simplenaps
You can also add your credentials to an existing key, using this line:
...com.gemecodeschool.simplenaps
Once you have your key (it starts with "AIza"), replace the "google_maps_key"
string in this file.
-->
<string name="google_maps_key" translatable="false" templateMergeStrategy="preserve">
YOUR_KEY_HERE
</string>
</resources>
```

 Google Developers Console


Register your application for Google Maps Android API in Google Developers Console

Google Developers Console allows you to manage your application and monitor API usage.

Select a project where your application will be registered
You can use one project to manage all of your applications, or you can create a different project for each application.

Create a new project

I agree that my use of any services and related APIs is subject to my compliance with the applicable [Terms of Service](#).

 Google Developers Console

The API is enabled

The project has been created and Google Maps Android API has been enabled.

Next, to use the API you'll need the right credentials.

Home
Permissions
APIs & auth
APIs
Credentials
Push
Monitoring
Source Code
Cloud Launcher
Deployments
Compute
Networking
Storage
Big Data

←

Create Android API key

Name
Android key 1

Restrict usage to your Android apps (Optional)
Android devices send API requests directly to Google. Google verifies that each request comes from an Android app that matches a package name and SHA1 signing-fingerprint name that you provide. Get the package name from your AndroidManifest.xml file. Use the following command to get the fingerprint. [Learn more](#)

```
keytool -list -v -keystore mystore.keystore
```

Package name
com.gamecodeschool.simplemap

SHA-1 certificate fingerprint
[Redacted]

+ Add package name and fingerprint

Create Cancel

API key

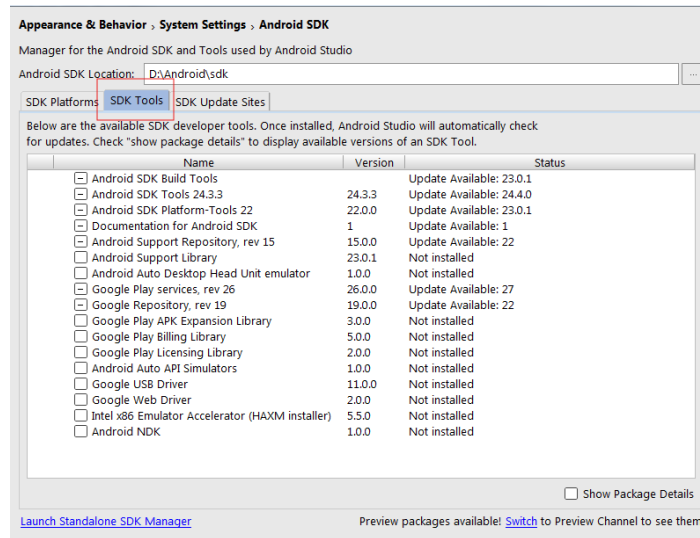
Here is your API key
[Redacted]

OK

```
MapsActivity.java x google_maps_api.xml x
```

```
<resources>
  <!--
  TODO: Before you run your application, you need a Google Maps API key.

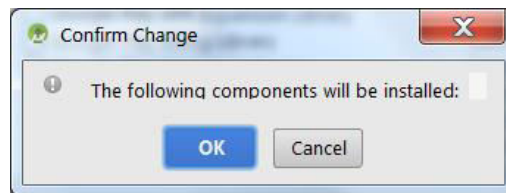
  To get one, follow this link, follow the directions and press "Create" at the end:
  https://console.developers.google.com/flows/enableapi?apiid=maps_android_backend&keyType=CLIENT_S
  You can also add your credentials to an existing key, using this line:
  [Redacted] com.gamecodeschool.simplemap
  Once you have your key (it starts with "AIza"), replace the "google_maps_key"
  string in this file.
  -->
  <string name="google maps key" translatable="false" templateMergeStrategy="preserve">
  [Redacted]
  </string>
</resources>
```

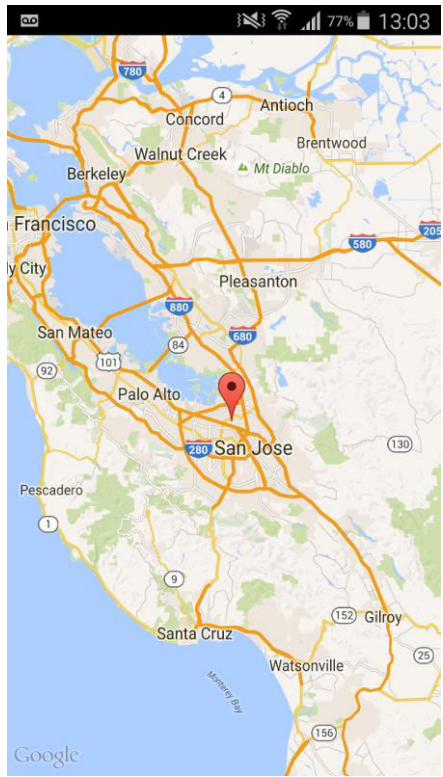


Google Play services, rev 26

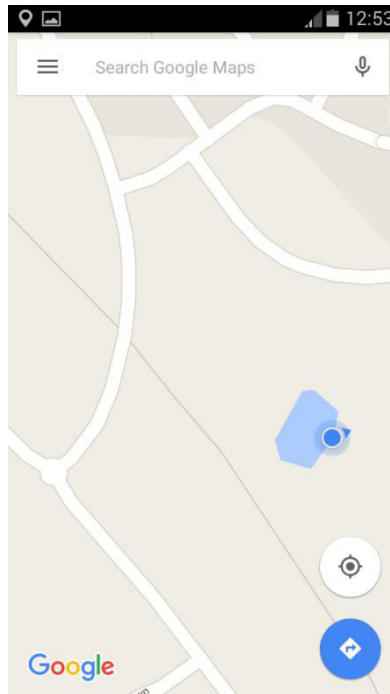
26.0.0

Update Available: 27

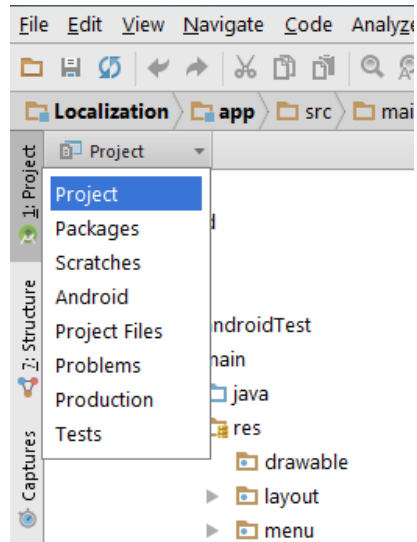
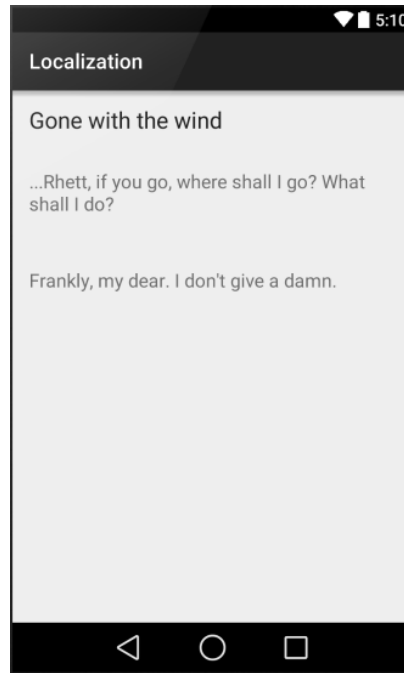




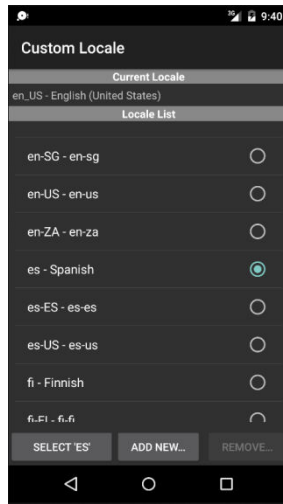
Chapter 26: Upgrading SQLite – Adding Locations and Maps

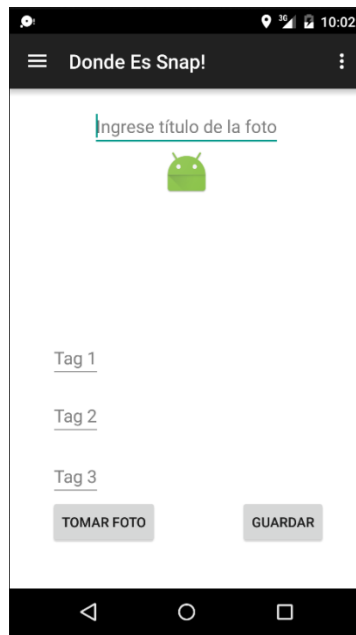
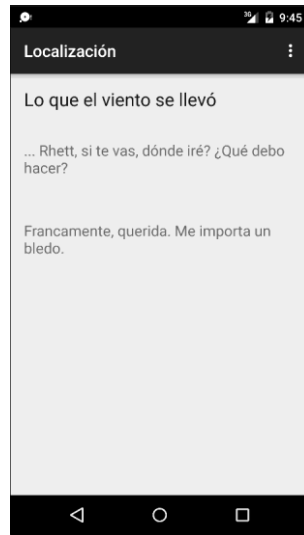


Chapter 27: Going Local – Hola!

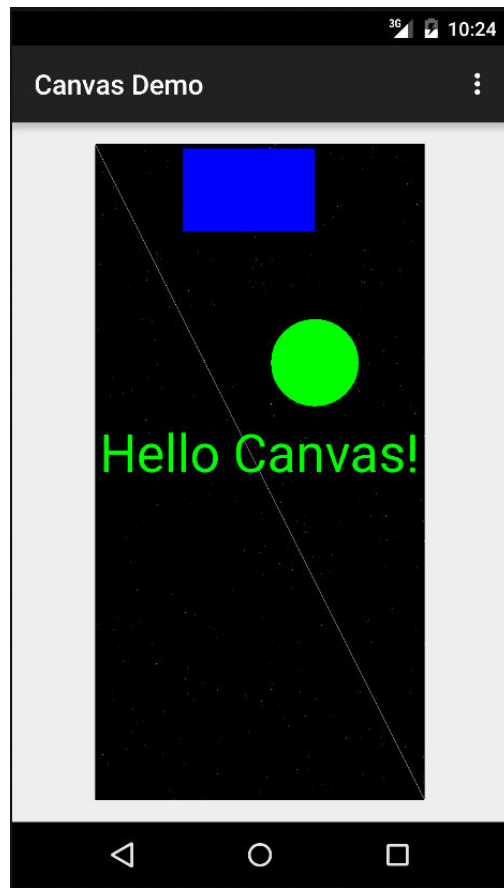


- ▼ values
 - dimens.xml
 - strings.xml
 - styles.xml
- values-de
- ▼ values-es
 - strings.xml
- ▼ values-fr
 - strings.xml
- ▶ values-w820dp
- AndroidManifest.xml





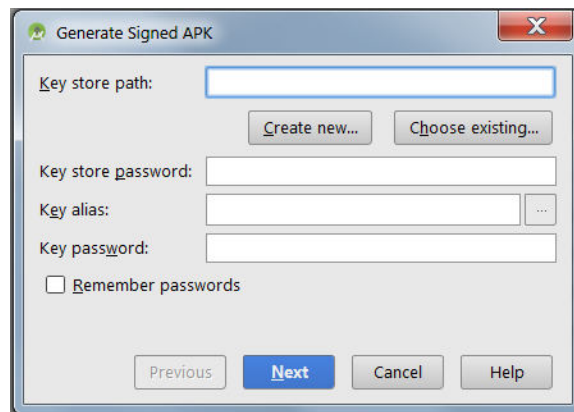
Chapter 28: Threads, Touches, Drawing, and a Simple Game



Score: 0 Lives: 2



Chapter 29: Publishing Apps



New Key Store

Key store path: ...

Password: Confirm:

Key

Alias:

Password: Confirm:

Validity (years):

Certificate

First and Last Name:

Organizational Unit:

Organization:

City or Locality:

State or Province:

Country Code (XX):

OK Cancel

Generate Signed APK

Key store path: ...

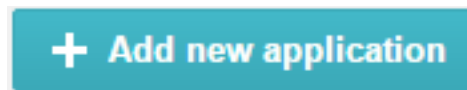
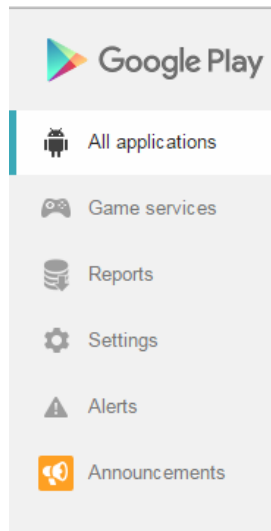
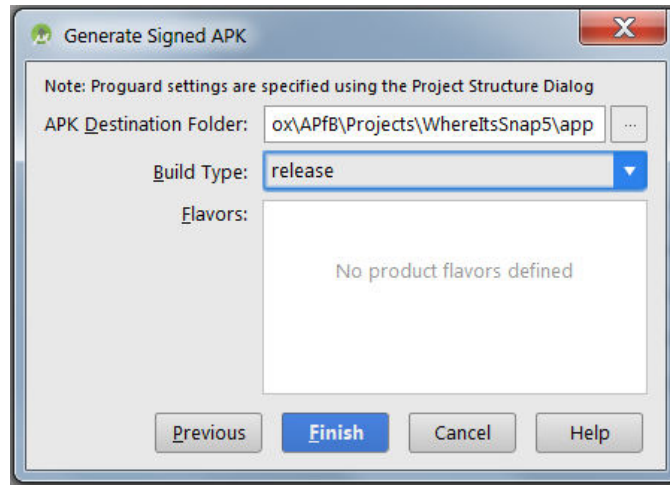
Key store password:

Key alias: ...

Key password:

Remember passwords

Previous **Next** Cancel Help



ADD NEW APPLICATION

Default language *

English (United Kingdom) – en-GB ▼

Title *

Where It's Snap

15 of 30 characters

What would you like to start with?

Upload APK

Prepare Store Listing

Cancel

UPLOAD NEW APK TO PRODUCTION



Uploading app-release.apk

49% complete

Cancel

Google Play Developer Console

Where It's Snap

DRAFT Delete app

Why can't I publish? Save draft Publish app

APK

Store Listing

Content Rating

Pricing & Distribution

In-app Products

Services & APIs

Optimisation Tips

STORE LISTING

PRODUCT DETAILS

Fields marked with * need to be filled before publishing.

English (United Kingdom) – en-GB Manage translations

Title*
English (United Kingdom) – en-GB
Where It's Snap
15 of 30 characters

Short description*
English (United Kingdom) – en-GB
0 of 80 characters

Full description*
English (United Kingdom) – en-GB
0 of 4000 characters

Please have a look at these tips on how to create policy compliant app descriptions to avoid some common reasons for app suspension.

GRAPHIC ASSETS

If you haven't added localised graphics for each language, graphics for your default language will be used.
[Learn more about graphic assets.](#)

Screenshots*
Default – English (United Kingdom) – en-GB
JPEG or 24-bit PNG (no alpha) Min length for any side: 320px. Max length for any side: 3840px.
At least 2 screenshots are required overall. Max 8 screenshots per type. Drag to reorder or to move between types.

DISTRIBUTE IN THESE COUNTRIES

Distributing to 136 countries

SELECT ALL COUNTRIES	SET PRICE
<input checked="" type="checkbox"/> Albania	
<input checked="" type="checkbox"/> Algeria	
<input checked="" type="checkbox"/> Angola	
<input checked="" type="checkbox"/> Antigua and Barbuda	
<input checked="" type="checkbox"/> Argentina	
<input checked="" type="checkbox"/> Armenia	
<input checked="" type="checkbox"/> Anuba	
<input checked="" type="checkbox"/> Australia	AUD incl. 0% tax Show options
<input checked="" type="checkbox"/> Austria	EUR incl. 20% tax Show options
<input checked="" type="checkbox"/> Azerbaijan	
<input checked="" type="checkbox"/> Bahamas	
<input checked="" type="checkbox"/> Bahrain	
<input checked="" type="checkbox"/> Bangladesh	

Chapter 30: Before You Go

android fragment

We've found 1,049 repository results
























[johnkil/Android-Progress Fragment](#) Java ★ 691 📄 231
Implementation of the **fragment** with the ability to display indeterminate progress indicator when you are waiting for the initial data.
Updated 4 days ago

[socketqwe/fragmentargs](#) Java ★ 408 📄 27
Annotation Processor for setting arguments in **android fragments**
Updated on 6 Aug

[fengdai/FragmentMaster](#) Java ★ 142 📄 33
Helps you easily develop an **Android** application which only navigated by **Fragments**.
Updated on 10 Sep

[spengilley/Activity Fragment MVP](#) Java ★ 198 📄 38
This is an example of interactions between Activity and it's **Fragments** using **Android** Model View Presenter
Updated on 16 Feb

[xxv/android-lifecycle](#) ★ 1,693 📄 268
A diagram of the **Android** Activity / **Fragment** lifecycle
Updated on 18 Aug 2014

-
- 0** votes
0 answers
8 views
- ### How to delete row item from adapterview in Android
- I have an gridview . The adapter of the gridview is as follows : public class ImageAdapter extends ArrayAdapter<String> { private Context context; private final String[] mobileValues; ...
-  android  gridview
- asked 12 mins ago
 osimer pothe
573 ● 1 ● 14 ● 28
-
- 3** votes
2 answers
10 views
- ### How is it possible to decompile and recompile an APK file?
- It appears to be possible to decompile and recompile an APK file and, when saved into an android phone, be able to work properly? I would like to know what are the best tools for decompiling and ...
-  java  android  compilation  apk  decompiling
- asked 17 mins ago
 Rui Lima
115 ● 1 ● 5
-
- 0** votes
2 answers
7 views
- ### Android: How to make a touch on a button inside a "for-loop" to make app start next round of the loop
- I am trying to find out the syntax on how to make a for-loop to wait for a buttonclick before the loop proceeds to the next round. The app might seem meaningless, but the point is to find out this ...
-  android  for-loop  buttonclick
- asked 17 mins ago
 user820913
131 ● 2 ● 6 ● 15
-
- 1** votes
0 answers
2 views
- ### Backported HFP client has no sound during a call
- We are trying to back-port HFP client from Android 5.1.1 to 4.2.2. The modified Android is installed on a board, which acts as a headset. We can now dial, accept and end a call, etc., from the board. ...
-  android  bluetooth  android-bluetooth  hfp
- asked 17 mins ago
 user4640891
1 ● 1
-
- 0** votes
0 answers
7 views
- ### Android Base64.decode a string into bitmap return null
- I am currently trying to set my imageView with the image I saved in my webservice folder directory via the image directory url I saved in the database table. I have successfully saved the image in ...
-  php  android  bitmap  null
- asked 18 mins ago
 user3576118
14 ● 1