Learn Android Studio 3 Efficient Android App Development

Learn Android StudioLearn Spring for Android Application DevelopmentAndroid App Development in Android StudioAndroid Studio CookbookBuilding Android Apps in Python Using Kivy with Android StudioBeginning Android 4 Application DevelopmentLearn Android Studio 4Learn Android Studio 3Learn Android Studio 3 with KotlinEfficient Android ThreadingLearn Java for Android DevelopmentBeginning Android Programming with Android StudioAndroid ApprenticeKotlin / Android Studio 3.0 Development Essentials - Android 8 EditionKotlin for Android App DevelopmentExpert Android StudioHands-On Android UI DevelopmentLearn Android Studio 3 with KotlinAndroid Development with KotlinProfessional AndroidBeginner's Guide to Android App DevelopmentAndroid Programming with Kotlin for BeginnersBeginning FlutterLearn Java for Android DevelopmentLearn Kotlin for Android DevelopmentLearning Android Application TestingAndroid Studio IDE Quick ReferenceLearning AndroidAndroid ProgrammingAndroid Developer Tools EssentialsLearning Mobile App DevelopmentHigh Performance Android AppsAndroid Design Patterns and Best PracticeHead First Android DevelopmentFundamentals of Computer Programming with C#Learn Android Studio 3 with KotlinMastering Android Studio 3Learn Android App DevelopmentAndroid Studio 2 Development EssentialsPro Android with Kotlin

Learn Android Studio

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.pdf.

Learn Spring for Android Application Development

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 AppCompat 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 development environment and exploring the support libraries. You will gradually explore the different Design and layout patterns and learn the best practices on how to use them together. You will 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 at gesture detection, touch screen listeners and sensors to our 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 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.

Android App Development in Android Studio

Fully updated for Android Studio 2, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 6 Software Development Kit (SDK). 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 Designer 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, in-app billing and submitting apps to the Google Play Developer Console. The

key new features of Android Studio 2, Instant Run and the new AVD emulator environment, are also covered in detail. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. 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.

Android Studio Cookbook

Start building Python-based Android applications using Kivy with Android Studio. Through in-depth examples, this book teaches you everything you need to create your first Android application in Python and publish on Google Play. Building Android Apps in Python Using Kivy with Android Studio takes you through the basics of Kivy by discussing its application structure, widgets, and event handling. The KV language is then introduced for separating the logic and GUI by adding widgets within a KV file. You will then learn how to utilize Android camera using Kivy, build the HTTP server using Flask, and create and manage multiple screens to help you design your own applications. Through detailed step-by-step instructions, you will create your first multi-level cross-platform game that includes animation and sound effects. Following this, the process of converting the Kivy application into an Android application using Buildozer and Python-4-Android is covered in

detail. You will then learn how to edit the generated Android Studio project into Android Studio by adding extensions to the original application. The widgets added in Kivy could be handled within Android Studio. Moreover, Android views could be added to enrich the Kivy application. The resulting Android application created with Kivy can be hosted on Google Play to download and install as a regular Android application. At the end, this book will give you the basic knowledge of Kivy needed to build cross-platform Android applications, produce an Android Studio project, and understand how it all works in detail. What You Will Learn Build cross-platform applications from scratch using Kivy in detail Create a cross-platform interactive multi-level game from the ground up Examine the pipeline of building an Android app from the Python Kivy app Understand the structure of the Android Studio project produced by Kivy Recognize how to extend the application within Android Studio by adding more Android views to the application main activity. Who This Book Is For Python developers with no previous experience in Kivy who are looking to create their first Android application completely in Python.

Building Android Apps in Python Using Kivy with Android Studio

This concise reference book for Android Studio 3 presents the essential Android Studio functions in a well-organized format that can be used as a handy reference.

It will quickly demonstrate the usage of the Android Studio IDE to build an Android mobile app step by step. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a reference that is concise, to the point and highly accessible. The Android Studio IDE Quick Reference is packed with useful information and is a must-have for any mobile or Android app developer or programmer. What You Will Learn Discover the workflow basics in Android Studio 3 Make tasks efficient with keyboard shortcuts Carry out unit testing in Android Studio 3 Use time-saving techniques such as templates Master debugging basics Configure your project using Gradle Use the profiler to monitor app performance Who This Book Is For Those who already know how to build applications in Android using Java. This book will serve as a handy and quick reference on how to get things done in Android Studio 3.

Beginning Android 4 Application Development

Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from also having to quickly cram those fundamentals

into your knowledge base. Learn Java for Android Development, Second Edition teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey with Apress' Beginning Android.

Learn Android Studio 4

Build smart looking Kotlin apps with UI and functionality for the Android platform Key Features Start your Android programming career, or just have fun publishing apps on Google Play marketplace The first-principle introduction to Kotlin through Android, to start building easy-to-use apps Learn by example and build four real-world apps and dozens of mini-apps Book Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-

style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learn Learn how Kotlin and Android work together Build a graphical drawing app using Object-Oriented Programming (OOP) principles Build beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardView Write Kotlin code to manage an apps' data using different strategies including JSON and the built-in Android SQLite database Add user interaction, data captures, sound, and animation to your apps Implement dialog boxes to capture input from the user Build a simple database app that sorts and stores the user's data Who this book is for This book is for people who are new to Kotlin, Android and want to develop Android apps.It also acts as a refresher for those who have some experience in programming with

Android and Kotlin.

Learn Android Studio 3

Understand Android OS for both smartphone and tablet programming This fast-paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets. Android 4 OS is, for the first time, a single solution for both smartphones and tablets, so if you master the information in this helpful guide, you'll be well on your way to successful development for both devices. From using activities and intents and creating rich user interfaces to working with SMS, messaging APIs, and the Android SDK, what you need is here. Provides clear instructions backed by real-world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents, create rich user interfaces, and manage data Helps you work with SMS and messaging APIs, the Android SDK, and using location-based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Learn Android Studio 3 with Kotlin

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

Efficient Android Threading

The comprehensive developer guide to the latest Android featuresand capabilities Professional Android, 4th Edition shows developers how toleverage the latest features of Android to create robust andcompelling mobile apps. This hands-on approach provides in-depthcoverage through a series of projects, each introducing a newAndroid platform feature and highlighting the techniques and bestpractices

that exploit its utmost functionality. The exercisesbegin simply, and gradually build into advanced Androiddevelopment. Clear, concise examples show you how to quicklyconstruct real-world mobile applications. This book is your guide to smart, efficient, effective Androiddevelopment. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Androidapps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Playservices

Learn Java for Android Development

A hands-on guide to Android programming with Spring MVC, Spring Boot, and Spring Security Key Features Build native Android applications with Spring for Android Explore Reactive programming, concurrency, and multithreading paradigms for building fast and efficient applications Write more expressive and robust code with Kotlin using its coroutines and other latest features Book Description As the new official language for Android, Kotlin is attracting new as well as existing Android developers. As most developers are still working with Java and want to switch to Kotlin, they find a combination of these two appealing. This book addresses this interest by bringing together Spring, a widely used Java SE framework for building enterprise-grade applications, and Kotlin. Learn Spring for Android Application Development will guide you in leveraging some of the powerful modules of the Spring Framework to build lightweight and robust Android apps

using Kotlin. You will work with various modules, such as Spring AOP, Dependency Injection, and Inversion of Control, to develop applications with better dependency management. You'll also explore other modules of the Spring Framework, such as Spring MVC, Spring Boot, and Spring Security. Each chapter has practice exercises at the end for you to assess your learning. By the end of the book, you will be fully equipped to develop Android applications with Spring technologies. What you will learn Get to grips with the basics of the Spring Framework Write web applications using the Spring Framework with Kotlin Develop Android apps with Kotlin Connect a RESTful web service with your app using Retrofilt Understand JDBC, JPA, MySQL for Spring and SQLite Room for Android Explore Spring Security fundamentals, Basic Authentication, and OAuth2 Delve into Concurrency and Reactive programming using Kotlin Develop testable applications with Spring and Android Who this book is for If you're an aspiring Android developer or an existing developer who wants to learn how to use Spring to build robust Android applications in Kotlin, this book is for you. Though not necessary, basic knowledge of Spring will assist with understanding key concepts covered in this book.

Beginning Android Programming with Android Studio

If you are an Android developer looking to test your applications or optimize your application development process, then this book is for you. No previous experience in application testing is required.

Android Apprentice

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 Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. 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 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.

Kotlin / Android Studio 3.0 Development Essentials - Android 8 Edition

Unique and clever ideas are important when building a hot-selling Android app, but the real drivers for success are speed, efficiency, and power management. With this practical guide, you'll learn the major performance issues confronting Android app developers, and the tools you need to diagnose problems early. Customers are finally realizing that apps have a major role in the performance of their Android devices. Author Doug Sillars not only shows you how to use Android-specific testing tools from companies including Google, Qualcomm, and AT&T, but also helps you explore potential remedies. You'll discover ways to build apps that run well on all

19,000 Android device types in use. Understand how performance issues affect app sales and retention Build an Android device lab to maximize UI, functional, and performance testing Improve the way your app interacts with device hardware Optimize your UI for fast rendering, scrolling, and animations Track down memory leaks and CPU issues that affect performance Upgrade communications with the server, and learn how your app performs on slower networks Apply Real User Monitoring (RUM) to ensure that every device is delivering the optimal user experience

Kotlin for Android App Development

Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project

Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most

important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

Expert Android Studio

Learn Android programming with Kotlin! Learning Android programming can be challenging. Sure, there is plenty of documentation, but the tools and libraries available today for Android are easily overwhelming for newcomers to Android and Kotlin. Android Apprentice takes a different approach. From building a simple first app, all the way to a fully-featured podcast player app, this book walks you step-by-step, building on basic concepts to advanced techniques so you can build amazing apps worthy of the Google Play Store! Who This Book Is For This book is for anyone interested in writing mobile apps for Android. Though no previous mobile experience is necessary, this book is also a great resource for iPhone developers transitioning from iOS. Topics Covered in Android Apprentice Getting Started: Learn how to set up Android Studio and the Android Emulator. Layouts: Create layouts that can be used for both Activities and Fragments Debugging: No one's perfect! Learn how to dig down and troubleshoot bugs in your apps. Communication: Design separate Activites and communicate and send data between them using Intents. Scrolling Layouts: Learn how to use Recycler Views to make efficient, reusable views that scroll fluidly at a touch. Google Places: Integrate location APIs to bring the magic of maps into your Android apps.

Networking: Learn how to access resouces on the internet and handle networked responses. Material Design: Make sure your apps conform to modern best practices by using Google's standards of Material Design And much, much more! One thing you can count on: after reading this book, you'll be prepared to write feature-rich apps from scratch and go all the way to submiting them to the Google Play Store!

Hands-On Android UI Development

Each book aims to teach an important technology or programming language and is designed to take a person from being a novice to a professional by including the most essential information and explaining step by step how to put together real-world projects.

Learn Android Studio 3 with Kotlin

Gain the essential Java language skills necessary for using the Android SDK platform to build Java-based Android apps. This book includes the latest Java SE releases that Android supports, and is geared towards the Android SDK version 10. It includes new content including JSON documents, functional programming, and lambdas as well as other language features important for migrating Java skills to Android development. Android is still the world's most popular mobile platform and

because this technology is still mostly based on Java, you should first obtain a solid grasp of the Java language and its APIs in order to improve your chances of succeeding as an effective Android apps developer. Learn Java for Android Development, 4th Edition helps you do that. Each of the book's chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 700 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you finish, you will be ready to begin your Android app development journey using Java. What You Will Learn Discover the latest Java programming language features relevant to Android SDK development Apply inheritance, polymorphism, and interfaces to Android development Use Java collections, concurrency, I/O, networks, persistence, and data access in Android apps Parse, create, and transform XML documents and explore microservices Migrate your Java skills for mobile development using the Android platform Who This Book Is For Programmers with at least some prior Java programming experience looking to get into mobile Java development with the Android platform.

Android Development with Kotlin

Take your Android programming skills to the next level by unleashing the potential of Android Studio Expert Android Studio bridges the gap between your Android

programing skills with the provided tools including Android Studio, NDK, Gradle and Plugins for IntelliJ Idea Platform. Packed with best practices and advanced tips and techniques on Android tools, development cycle, continuos integration, release management, testing, and performance, this book offers professional guidance to experienced developers who want to push the boundaries of the Android platform with the developer tools. You'll discover how to use the tools and techniques to unleash your true potential as a developer. Discover the basics of working in Android Studio and Gradle, as well as the application architecture of the latest Android platform Understand Native Development Kit and its integration with Android Studio Complete your development lifecycle with automated tests, dependency management, continuos integration and release management Writing your own Gradle plugins to customize build cycle Writing your own plugins for Android Studio to help your development tasks. Expert Android Studio is a tool for expert and experienced developers who want to learn how to make use of the tools while creating Android applications for use on mobile devices.

Professional Android

Android development can be challenging, but through the effective use of Android Developer Tools (ADT), you can make the process easier and improve the quality of your code. This concise guide demonstrates how to build apps with ADT for a device family that features several screen sizes, different hardware capabilities,

and a varying number of resources. With examples in Windows, Linux, and Mac OS X, you'll learn how to set up an Android development environment and use ADT with the Eclipse IDE. Also, contributor Donn Felker introduces Android Studio, a Google IDE that will eventually replace Eclipse. Learn how to use Eclipse and ADT together to develop Android code Create emulators of various sizes and configurations to test your code Master Eclipse tools, or explore the new Android Studio Use Logcat, Lint, and other ADT tools to test and debug your code Simulate real-world events, including location, sensors, and telephony Create dynamic and efficient UIs, using Graphical Layout tools Monitor and optimize you application performance using DDMS, HierarchyViewer, and the Android Monitor tool Use Wizards and shortcuts to generate code and image assets Compile and package Android code with Ant and Gradle

Beginner's Guide to Android App Development

Develop Android apps with Kotlin to create more elegant programs than the Java equivalent. This book covers the various aspects of a modern Android app that professionals are expected to encounter. There are chapters dealing with all the important aspects of the Android platform, including GUI design, file- and data-handling, coping with phone calls, multimedia apps, interaction with location and mapping services, monetizing apps, and much more. Pro Android with Kotlin is an invaluable source for developers wanting to build real-world state-of-the-art apps

for modern Android devices. What You Will Learn Integrate activities, such as intents, services, toasts and more, into your Android apps Build UIs in Android using layouts, widgets, lists, menus, and action bars Deal with data in your Android apps using data persistence and cloud access Design for different Android devices Create multimedia apps in Android Secure, deploy, and monetize your Android apps Who This Book Is For Professional Android app developers.

Android Programming with Kotlin for Beginners

Design, test, and debug your apps using Android Studio About This Book See what Material design is about and how to apply it your apps Explore the possibilities to develop apps that works on any type of device A step-by-step practical guide that will help you build improved applications, change their look, and debug them Who This Book Is For This book is for developers that are already familiar with programming concepts and have already started creating apps for the Android platform, for example, by using the Eclipse IDE. It is for developers who intend to use Android Studio as their primary IDE or want to use Android Studio more efficiently. What You Will Learn Develop Android Studio applications using Genymotion Apply the concepts of Material design to your applications Use memory monitoring tools to tweak performance Build applications for Android Wearable Capture images, video, or audio within your Android app Use content providers to display data Build apps with a cloud-based backend Create media-

related apps that will run on phones, phablets, tablets, and TVs In Detail This book starts with an introduction of Android Studio and why you should use this IDE rather than Eclipse. Moving ahead, it teaches you to build a simple app that requires no backend setup but uses Google Cloud or Parse instead. After that, you will learn how to create an Android app that can send and receive text and images using Google Cloud or Parse as a backend. It explains the concepts of Material design and how to apply them to an Android app. Also, it shows you how to build an app that runs on an Android wear device. Later, it explains how to build an app that takes advantage of the latest Android SDK while still supporting older Android versions. It also demonstrates how the performance of an app can be improved and how memory management tools that come with the Android Studio IDE can help you achieve this. By the end of the book, you will be able to develop high quality apps with a minimum amount of effort using the Android Studio IDE. Style and approach This is a practical guide full of challenges and many real-world examples that demonstrate interesting development concepts. Besides smartphones and tablets, it also covers Android wearable devices and Android TV. Although strongly recommended, it is not necessary to own any Android device yourself.

Beginning Flutter

Multithreading is essential if you want to create an Android app with a great user

experience, but how do you know which techniques can help solve your problem? This practical book describes many asynchronous mechanisms available in the Android SDK, and provides guidelines for selecting the ones most appropriate for the app you're building. Author Anders Goransson demonstrates the advantages and disadvantages of each technique, with sample code and detailed explanations for using it efficiently. The first part of the book describes the building blocks of asynchronous processing, and the second part covers Android libraries and constructs for developing fast, responsive, and well-structured apps. Understand multithreading basics in Java and on the Android platform Learn how threads communicate within and between processes Use strategies to reduce the risk of memory leaks Manage the lifecycle of a basic thread Run tasks sequentially in the background with HandlerThread Use Java's Executor Framework to control or cancel threads Handle background task execution with AsyncTask and IntentService Access content providers with AsyncQueryHandler Use loaders to update the UI with new data

Learn Java for Android Development

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an

experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Learn Kotlin for Android Development

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses

C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming

fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Learning Android Application Testing

Write More Robust and Maintainable Android Apps with Kotlin “Peter Sommerhoff takes a practical approach to teaching Kotlin by providing a larger set of code listings that demonstrate language features and by guiding readers through the development of two Android apps step by step. . . . Peter finds a good balance

between what is essential and what can be left to readers, so this book is an efficient yet comprehensible source for starting programming with Kotlin." –Bernhard Rumpe, Professor of Software Engineering, RWTH Aachen University The Kotlin language brings state-of-the-art programming techniques and constructs to Android development. Kotlin for Android App Development will help you rapidly understand Kotlin's principles and techniques, apply Kotlin in production app development, integrate Kotlin with existing Java code, and plan a migration to Kotlin, if you choose. If you have at least basic programming experience (with any language), Peter Sommerhoff's well-crafted overview and examples will help you get quickly up-to-speed with the Kotlin language, its constructs, and its advanced functional and object-oriented capabilities. Once you've mastered these foundations, Sommerhoff walks you through two complete app development projects, introducing best practices and emerging patterns for writing code that's robust, concise, readable, and highly performant. Understand Kotlin's goals, principles, advantages, design, and constructs Take full advantage of functional programming in the Kotlin environment Write more concise and reusable code using Kotlin's object-oriented features Interoperate with existing Java code, and plan a migration to Kotlin Use coroutines to efficiently handle concurrency Capture data via third-party APIs, map it to internal data representations, and present it to users Master best practices for architecting Kotlin Android apps Improve productivity and readability by creating simple domain-specific languages in Kotlin

Android Studio IDE Quick Reference

Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) with which Android developers can now use the Kotlin programming language. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop apps tier by tier through practical examples. These examples cover core Android topics such as Activities, Intents, BroadcastReceivers, Services and AsyncTask. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. You will : Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Learn how data is persisted Use Kotlin to build apps.

Learning Android

Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) for Android developers using Java APIs. With this book, you'll learn the latest and most productive tools in the

Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop Java-based Android apps, tier by tier through practical examples. These examples cover core Android topics such as notifications and toast; intents and broadcast receivers; and services. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Integrate data with data persistence Access the cloud Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also recommended.

Android Programming

Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This

book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

Android Developer Tools Essentials

Build Android apps and learn the essentials of the popular Kotlin programming language and APIs. This book will teach you the key Kotlin skills and techniques important for creating your very own Android apps. Apart from introducing Kotlin programming, Learn Kotlin for Android Development stresses clean code principles

and introduces object-oriented and functional programming as a starting point for developing Android apps. After reading and using this book, you'll have a foundation to take away and apply to your own Kotlin-based Android app development. You'll be able to write useful and efficient Kotlin-based apps for Android, using most of the features Kotlin as a language has to offer. What You Will Learn Build your first Kotlin app that runs on Android Work with Kotlin classes and objects for Android Use constructs, loops, decisions, and scopes Carry out operations on data Master data containers, arrays, and collections Handle exceptions and access external libraries Who This Book Is For Very little programming experience is required: no prior knowledge of Kotlin needed.

Learning Mobile App Development

This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions.Each code line is explained. As the reader follows the development of the example apps, he/she will

learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: www.android-java.website.

High Performance Android Apps

Build and deploy your Java-based Android apps using the popular and efficient Android Studio 4 suite of tools, an integrated development environment (IDE) for today's Android developers. With this book, you'll learn the latest and most

productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Among these tools, you'll use the new Android Studio 4 features, including an upgraded CPU profiler UI, a new build speed window, the multi-preview feature, and the live layout inspector. After reading and using this book, you'll be able to efficiently build complete Java-based Android apps that run on any Android smartphone, tablet, smart watch and more. You'll also be able to publish those apps and sell them online and in the Google Play store. What You Will Learn Use Android Studio 4 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus, and the action bar Work with new tools in Android Studio 4: Jetpack compose support, a smart editor for ProGuard rules, a new motion layout editor, a new Android Gradle plugin, and a fragment wizard with new fragment templates Integrate data with data persistence Access the cloud Who This Book Is For Those who may be new to Android Studio 4 or Android Studio in general. You may or may not be new to Android development. Some prior experience with Java is recommended.

Android Design Patterns and Best Practice

Master the art of creating impressive and reactive UIs for mobile applications on the latest version of Android Oreo. About This Book A comprehensive guide to designing and developing highly interactive user interfaces for your app. Design

responsive and agile applications targeting multiple Android devices (up to Android Oreo) using Android Studio 3.0 Write reactive user interfaces with minimal effort by leveraging the latest Android technologies, such as Architecture components and the Lifecycle API Avoid common design problems and pitfalls with the help of shared UI design patterns and best practices. Who This Book Is For This book is for novice Android and Java developers who have a basic knowledge of Android development and want to start developing stunning user interfaces. What You Will Learn Create effective and efficient user interfaces that allow users to carry out tasks smoothly Understand the fundamentals of Android UI design, and take a look at the basic layouts, Inputs, and controls Learn about various UI components provided by Android, which include structured layout objects and UI controls that allow you to build the graphical user interface for your app Explore various styles and themes that allow you to customize the look and feel of your app Leverage the animation and graphics APIs to improve user experience and draw custom 2D graphics In Detail A great user interface (UI) can spell the difference between success and failure for any new application. This book will show you not just how to code great UIs, but how to design them as well. It will take novice Android developers on a journey, showing them how to leverage the Android platform to produce stunning Android applications. Begin with the basics of creating Android applications and then move on to topics such as screen and layout design. Next, learn about techniques that will help improve performance for your application. Also, explore how to create reactive applications that are fast, animated, and guide

the user toward their goals with minimal distraction. Understand Android architecture components and learn how to build your application to automatically respond to changes made by the user. Great platforms are not always enough, so this book also focuses on creating custom components, layout managers, and 2D graphics. Also, explore many tips and best practices to ease your UI development process. By the end, you'll be able to design and build not only amazing UIs, but also systems that provide the best possible user experience. Style and approach This book takes an easy tutorial approach to help you learn how to create consistent and efficient user interfaces for your apps. The book first takes you through the basics of user interfaces such as basic layouts, inputs, and controls, and also covers animations and graphics. By the end of the book, you will have learned best practices and will be able to develop inspired interfaces that look good and also work subtly in the background.

Head First Android Development

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by an expert who's taught this mobile platform to hundreds of developers in large organizations, this gentle introduction shows experienced object-oriented programmers how to use Android’s basic building blocks to create user interfaces, store data, connect to the network, and more. You'll build a Twitter-like application throughout the course of this book, adding new features with each

chapter. Along the way, you'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Get an overview of the Android platform and discover how it fits into the mobile ecosystem Learn about the Android stack, including its application framework, and the structure and distribution of application packages (APK) Set up your Android development environment and get started with simple programs Use Android's building blocks—Activities, Intents, Services, Content Providers, and Broadcast Receivers Learn how to build basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Get an introduction to Android Interface Definition Language (AIDL) and the Native Development Kit (NDK)

Fundamentals of Computer Programming with C#

Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the

labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

Learn Android Studio 3 with Kotlin

Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) with which Android developers can now use the Kotlin programming language. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop apps tier by tier through practical examples. These examples cover core Android topics such as Activities, Intents, BroadcastReceivers, Services and AsyncTask. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Learn how data is

persisted Use Kotlin to build apps Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also recommended.

Mastering Android Studio 3

Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) with which Android developers can now use the Kotlin programming language. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop apps tier by tier through practical examples. These examples cover core Android topics such as Activities, Intents, BroadcastReceivers, Services and AsyncTask. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Learn how data is persisted Use Kotlin to build apps Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also

recommended.

Learn Android App Development

This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 7 complete Android apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The last chapter explains the installation of the Unity game engine, developing a simple 2D platform game in Unity, setting up touch controls for Android environment and exporting the game as a standalone .apk file ready to be installed on Android devices. Sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random

number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. 7. Development of a 2D platform game: Installing Unity game engine, developing the visual part of the game, implementing the game logic in the code, setting up touch controls and exporting the game as a standalone .apk file. This book includes 237 figures and 130 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be downloaded from the book's companion website: www.yamaclis.com/android.

Android Studio 2 Development Essentials

Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them—and the rest of the Andorid SDK—for programmers with some experience who are new to Android smartphone and

tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

Pro Android with Kotlin

Unleash the power of Android Studio 3 to develop mobile applications faster and efficiently. About This Book Use Android Studio not just as an IDE but as a complete testing and build solution Produce customized APKs with Gradle to suit various versions of an app, such as test versions and free versions of an otherwise paid app. Explore all aspects of UI development and testing using working XML and Java examples. Learn seamless migration from Eclipse and other development platforms to Android Studio. Who This Book Is For This book targets developers, with experience of developing for Android, who are new to Android Studio or wish

to migrate from another IDE such as Eclipse. This book will show you how to get the utmost from this powerful tool. What You Will Learn Create styles, themes, and material designs Set up, configure, and run virtual devices using the AVD manager Improve the design of your application using support libraries Learn about GitHub libraries Use emulators to design layouts for a wide variety of devices, including wearables. Improve application performance in terms of memory, speed, and power usage In Detail Android Studio is an Integrated Development Environment (IDE) designed for developing Android apps. As with most development processes, Android keeps resources and logic nicely separated, and so this book covers the management of imagery and other resources, and the development and testing tools provided by the IDE. After introducing the software, the book moves straight into UI development using the sophisticated, WYSIWYG layout editor and XML code to design and test complex interfaces for a wide variety of screen configurations. With activity design covered, the book continues to guide the reader through application logic development, exploring the latest APIs provided by the SDK. Each topic will be demonstrated by working code samples that can be run on a device or emulator. One of Android Studio's greatest features is the large number of third-party plugins available for it, and throughout the book we will be exploring the most useful of these, along with samples and libraries that can be found on GitHub. The final module of the book deals with the final stages of development: building and distribution. The book concludes by taking the reader through the registration and publication processes required by Google. By the time you have finished the

book, you will be able to build faster, smoother, and error-free Android applications, in less time and with fewer complications than you ever thought possible. Style and approach This is a step-by-step guide with examples demonstrating how Android Studio can be used as a complete solution for developing, testing, and deploying apps from start to finish.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION