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Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using 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, control flow, 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

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an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. 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. Other key features of Android Studio

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Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. 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 have ideas for some apps to develop, you are ready to get started.

Fully updated for Android Studio Bumble Bee, the goal of this book is to teach the skills necessary to develop Android-

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based applications using the Java programming language. 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 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. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition,

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From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science,

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Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny

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concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further.

Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You

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get all of the essentials—from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The

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companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Learn how to build apps using Apple's native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. You'll also see how to interface with popular third-party hardware such as the Raspberry Pi, Arduino, and the FitBit family of devices. Program the Internet of Things with Swift and iOS is an update to the previous version and includes all new Swift 4 code. This book is a detailed tutorial that provides a detailed "how" and "why" for each topic, explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you

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getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful API's and HTTPS. You'll also review new API's like Face ID and new design considerations, and look more closely at SSL and how to make IoT connected apps more resistant to hackers. The coverage of Apple Watch has been expanded as well. The Internet of Things is waiting — be a part of it! What You'll Learn Use Apple's native IoT Frameworks, such as HealthKit, HomeKit, and FaceID Interact with popular third-party hardware, such as the

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Raspberry Pi, Arduino, and FitBit Work with real projects to develop skills based in experience Make a smarter IoT with SiriKit and CoreML Who This Book Is For The primary audience for this book are readers who have a grasp of the basics of iOS development and are looking to improve their Internet of Things-specific skills. Intermediate to Advanced level. The secondary audience would be business decision makers (managers, business analysts, executives) who are looking to gain a rough understanding of what is involved in Internet of Things development for iOS.

The goal of this book is to teach the skills necessary to build Android applications using Jetpack Compose, Android Studio, and the Kotlin programming language. Beginning with the

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basics, this book explains how to set up an Android Studio development environment. The book also includes in-depth chapters introducing the Kotlin programming language including data types, operators, control flow, functions, lambdas, and object-oriented programming. An introduction to the key concepts of Jetpack Compose and Android project architecture is followed by a guided tour of Android Studio in Compose development mode. The book also covers the creation of custom Composables and explains how these functions are combined to create user interface layouts including the use of row, column, box, and list components. Other topics covered include data handling using state properties, key user interface design concepts such as modifiers, navigation bars, and user interface navigation.

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Additional chapters explore building your own re-usable custom layout components. The book also includes chapters covering graphics drawing, user interface animation, transitions, and gesture handling. Chapters are also included covering view models, SQLite databases, Room database access, the Database Inspector, live data, and custom theme creation. Finally, the book explains how to package up a completed app and upload it to the Google Play Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. Assuming you already have some rudimentary programming experience, are ready to download Android Studio and the Android SDK, and have access to a Windows, Mac, or Linux system, you are

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ready to get started.

IT governance in the enterprise is hard. Regardless of the reaction you have to the concept itself, there is a great deal of difficulty in doing governance well. Like any process, governance seeks to provide controls to safeguard the treasures that a company holds of value, which includes people, data, brands, and products. Sadly, the execution of governance in practice often creates massive friction, frustration, and failure for the teams attempting to deliver value for their organizations. This book tells a story about a fictional company named Investments Unlimited, Inc. (IUI) in the financial sector. But the same tale can be told about any industry or enterprise that deals with governance. The goal of

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this book is to radically rethink governance. By introducing concepts, tools, and ideas to reimagine governance, we seek to catalyze a more humane way to enable high-velocity software delivery that inspires trust and is inherently more secure. As you travel through this narrative, we hope you pick up modern ways to view, deploy, use, and survive governance in a fun way that helps deliver organizational objectives. And ultimately, what you take away makes it easier for you to deliver business value faster, easier, safer, and happier.

Why simply play music or go online when you can use your iPhone or iPad for some really fun projects, such as building a metal detector, hacking a radio control truck, or tracking a

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model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware such as Arduino and a Bluetooth Low Energy (LE) Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles

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