

Kotlin Programming The Big Nerd Ranch Guide

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Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin experience. Based on Big Nerd Ranch’s popular Android Bootcamp, 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 in Kotlin compatible with Android 5.0 (Lollipop) through Android 8.1 (Oreo) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other 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. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions provided in the book have changed. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errata/4eAddendum.pdf>.

Updated with the latest Maven coordinates, Java programming features, and API changes, this book is your guide to solving problems in writing asynchronous and event-based programs Key Features Explore a variety of tools and techniques used to solve

problems in implementing concurrency and parallelization Learn about core operators in RxJava that enable you to express your code logic productively Apply RxJava with Kotlin to create responsive Android apps with better user experience Book Description RxJava is not just a popular library for building asynchronous and event-based applications; it also enables you to create a cleaner and more readable code base. In this book, you'll cover the core fundamentals of reactive programming and learn how to design and implement reactive libraries and applications. Learning RxJava will help you understand how reactive programming works and guide you in writing your first example in reactive code. You'll get to grips with the workings of Observable and Subscriber, and see how they are used in different contexts using real-world use cases. The book will also take you through multicasting and caching to help prevent redundant work with multiple Observers. You'll then learn how to create your own RxJava operators by reusing reactive logic. As you advance, you'll explore effective tools and libraries to test and debug RxJava code. Finally, you'll delve into RxAndroid extensions and use Kotlin features to streamline your Android apps. By the end of this book, you'll become proficient in writing reactive code in Java and Kotlin to build concurrent applications, including Android applications. What you will learn Discover different ways to create Observables, Observers, and Subscribers Multicast in order to push data to multiple destinations and cache and replay them Express RxJava idiomatically with the help of Kotlin features such as extension functions and data classes Become familiar with various operators available in RxJava to perform common transformations and tasks Explore RxJava's reactive types, including Flowable, Single, Maybe, and Completable Demystify Observables and how they express data and events as sequences Who this book is for This book is for Java developers who want to leverage reactive programming to develop more resilient and concurrent applications. If you're an RxJava user looking to get to grips with the latest features and updates in RxJava 3, this book is for you. Fundamental knowledge of core Java features and object-oriented programming will assist you in understanding the key concepts covered in this book.

Dit boek vertelt je precies wat je allemaal met je Android-tablet kunt doen. Van het gebruiken van internet, e-mail en social media tot het vinden van apps, muziek en boeken. Het is geschikt voor alle types Android-tablets en bevat alle informatie die je nodig hebt om met je tablet aan de slag te gaan. Foto's maken en delen, genieten van films en series, je agenda bijhouden en nog veel meer - met dit boek heeft je tablet geen geheimen meer voor jou! Deze nieuwe editie is bijgewerkt tot en met Android-versie 8 (Ouro). Dan Gookin is de auteur van 'DOS voor Dummies', het allereerste Voor Dummies-boek. Hij wordt wereldwijd geprezen om zijn vele computing-bestsellers. Bron: Flaptekst, uitgeverinformatie.

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, 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 Oreo and Android "P." Write and run code every step of the way, using Android Studio to create apps that integrate with other 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.

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch’s popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains’ IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

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Kotlin est un langage de programmation orienté objet conçu principalement par une équipe de programmeurs chez JetBrains basée en Russie (son nom vient de l’île de Kotle, près de St. Petersburg). Google a annoncé en 2017 que Kotlin devenait le second langage de programmation officiellement pris en charge par Android, après Java. Le 8 mai 2019 Kotlin est devenu le langage de programmation voulu et recommandé par Google pour le développement des applications Android. Ce livre est un outil d'apprentissage généraliste pour acquérir un socle de connaissances. Il est "agnostique" dans le sens où il ne se limite pas à l'univers Android, mais permet également d'apprendre à développer des applications qui tourneront sur MacOS ou Windows. Chaque chapitre possède une ou deux sections intitulées "Pour les plus curieux" qui vont un peu plus en profondeur. La plupart des chapitres se terminent par des "challenges" qui sont des exercices d'application.

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