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installing the Scripting Layer for Android (SL4A) to writing small scripts, to more complicated and interesting projects, and finally to uploading and packaging your programs to an Android device. Android runs scripts in many scripting languages, but Python, Lua, and Beanshell are particularly popular. Most programmers know more than one programming language, so that they have the best tool for whatever task they want to accomplish. Pro Android Python with SL4A explores the world of Android scripting by introducing you to the most important open-source programming languages that are available on Android-based hardware. Pro Android Python with SL4A starts by exploring the Android software development kit and then shows you how to set up an Eclipse-based Android

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development environment. You then approach the world of Android programming by using Beanshell, which runs on the Dalvik, and learning how to write small programs to administer an Android device. Next, discover how Lua, a lightweight language perfectly suited for scripting on smaller devices, can work with Android. Lua can be used for small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android

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small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android desktop! Pro Android Python with SL4A is rounded out with a chapter on distributing and packaging scripts, a skill that you'll find very useful as you reach out to a wider audience with your programs.

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Beginning Android Tablet Programming starts off by showing how to get your system ready for Android tablet programming. You won't need any previous Android experience, because you'll learn all about the basic structure of an Android program and how the Android operating system works—and then you'll learn how to write your first Android tablet application from scratch! Beginning Android Tablet Programming then equips you to build a set of interesting and fully-working Android tablet applications. These projects will give you the inspiration and insights to build your own Android programs in the future. You'll be introduced to 2D programming, and you'll see what you can do with a touch screen interface and the Honeycomb SDK.

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Of course, 3D programming is even more alluring for many programmers. If that includes you, you'll learn about how Honeycomb has changed the game for Android graphics programming, and get your first taste of 3D programming on an Android tablet. Lights, camera, action! You'll learn along the way how Android Honeycomb gives you access, through your programming, to all those interesting sensors that tablet computers are equipped with today—beyond the touch screen itself. You'll learn, for example, how you to use a tablet GPS sensor to locate your car! You'll also discover how you can access files on your tablet—or on the web—through programming, and then build on that insight to create your own file browser application. This Android project contains many useful coding techniques appropriate

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for many situations you might encounter in your future programming Android tablet applications; you'll be glad to have them under your belt. So do you want to write programs that can receive and send reminder messages via SMS? Do you want to write your first 2D or 3D game on Android? Perhaps you'd like to write an application that sorts out all your contacts for you! Beginning Android Tablet Programming introduces you to Android tablet programming, and shows how you can program your Android tablet from scratch to do what you want!

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applications up and running. This book is written to provide you with the shortest possible route between an idea and a working application. Work through the book from start to finish to become an Android expert, or use it as a reference book by applying recipes directly to your project. This book covers every aspect of mobile app development, starting with major application components and screen layout and design, before moving on to how to manage sensors such as internal gyroscopes and near field communications.

Towards the end, it delves into smartphone multimedia capabilities as well as graphics and animation, web access, and GPS. Whether you are writing your first app or your hundredth, this is a book that you will come back to time and time again, with its many tips and tricks on the rich

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Updated for both Python 3.4 and 2.7, this convenient pocket guide is the perfect on-the-job quick reference. You'll find concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other prominent Python tools. The handy index lets you pinpoint exactly what you need. Written by Mark Lutz—widely recognized as the world's leading Python trainer—Python Pocket Reference is an ideal companion to O'Reilly's classic Python tutorials, *Learning Python* and *Programming Python*, also written by Mark. This fifth edition

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covers: Built-in object types, including numbers, lists, dictionaries, and more Statements and syntax for creating and processing objects Functions and modules for structuring and reusing code Python ' s object-oriented programming tools Built-in functions, exceptions, and attributes Special operator overloading methods Widely used standard library modules and extensions Command-line options and development tools Python idioms and hints The Python SQL Database API

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen

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app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents
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Have you ever wondered what dark matter is or why galaxies collide? And would you recognise a quasar or a quark if you bumped into one in a dark alley? Space is really, really big, as Douglas Adams once pointed out, and there is no better guide to it than Fred Watson, astronomer to the stars. Fred Watson has taken the many, many questions that have been asked by his radio audience, and answered them in *Why Is Uranus Upside Down?* This highly entertaining and informative introduction to our planet and the universe we live in is a must-read for inquiring minds of all ages.

Take a practical approach to becoming a leading-edge Android developer, learning by example while combining the many technologies needed to create a successful, up-to-

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date web app. Practical Android Projects introduces the Android software development kit and development tools of the trade, and then dives into building cool-looking and fun apps that put Android's amazing capabilities to work. Android is the powerful, full-featured, open source mobile platform that powers phones like Google Nexus, Motorola Droid, Samsung Galaxy S, and a variety of HTC phones and tablet computers. This book helps you quickly get Android projects up and running with the free and open source Eclipse, NetBeans, and IntelliJ IDEA IDEs. Then you build and extend mobile applications using the Android SDK, Java, Scripting Layer for Android (SL4A), and languages such as Python, Ruby, Javascript/HTML, Flex/AIR, and Lua.

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Eclipse is the most adopted integrated development environment (IDE) for Java programmers. And, now, Eclipse seems to be the preferred IDE for Android apps developers. Android Apps with Eclipse provides a detailed overview of Eclipse, including steps and the screenshots to help Android developers to quickly get up to speed on Eclipse and to streamline their day-to-day software development. This book includes the following: Overview of Eclipse fundamentals for both Java and C/C++ Development. Using Eclipse Android Development Toolkit (ADT) to develop, debug, and troubleshoot Android applications. Using Eclipse C/C++ Development Toolkit (CDT) in conjunction with Android Native Development Kit (NDK) to integrate, develop and troubleshoot native Android components

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