

# Android Programming Lecture 1 Wake Forest University

Looking to jumpstart your GPA? Most college students believe that straight A's can be achieved only through cramming and painful all-nighters at the library. But Cal Newport knows that real straight-A students don't study harder—they study smarter. A breakthrough approach to acing academic assignments, from quizzes and exams to essays and papers, *How to Become a Straight-A Student* reveals for the first time the proven study secrets of real straight-A students across the country and weaves them into a simple, practical system that anyone can master. You will learn how to:

- Streamline and maximize your study time
- Conquer procrastination
- Absorb the material quickly and effectively
- Know which reading assignments are critical—and which are not
- Target the paper topics that wow professors
- Provide A+ answers on exams
- Write stellar prose without the agony

A strategic blueprint for success that promises more free time, more fun, and top-tier results, *How to Become a Straight-A Student* is the only study guide written by students for students—with the insider knowledge and real-world methods to help you master the college system and rise to the top of the class.

"Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all—with humor, authority, and 500 illustrations."--Page 4 of cover.

his book is a collection of notes and sample codes written by the author while he was learning Android system. Topics include Installing of Android SDK R24 on Windows, Creating and running Android emulators, Developing First Android Application - HelloAndroid, Creating Android Project with 'android' Command, Building, Installing and Running the Debug Binary Package, Inspecting Android Application Package (APK) Files, Using Android Debug Bridge (adb) Tool, Copying files from and to Android device, Understanding Android File Systems, Using Android Java class libraries, Using 'adb logcat' Command for Debugging, Understanding Android application build process. Updated in 2021 (Version v3.03): minor updates. For latest updates and free sample chapters, visit <http://www.herongyang.com/Android>.

Presents an easy-to-understand guide to the Samsung Galaxy S II, and includes guides on how to take photographs, synchronize contacts, browse the Internet, and organize a music library.

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

ICSET is “International Conference on Science, Engineering and Technology”. ICSET on 2019 was held on November 23, 2019 in Grand Tjokro Hotel - Jakarta Barat - Indonesia. The conference was hosted by IDRI Province DKI Jakarta and collaborated with other universities in Indonesia . The ICSET-2019 focus on “Enhance knowledge and innovation for sustainable society in Industry 4.0 ”. The conference aims to provide opportunities to exchange research ideas and produce new insights. This opportunity also could be used as a way to broaden international network.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help

make it better.

This book contains the proceedings of the The 5th Annual International Seminar on Trends in Science and Science Education (AISTSSE) and The 2nd International Conference on Innovation in Education, Science and Culture (ICIESC), where held on 18 October 2018 and 25 September 2018 in same city, Medan, North Sumatera. Both of conferences were organized respectively by Faculty of Mathematics and Natural Sciences and Research Institute, Universitas Negeri Medan. The papers from these conferences collected in a proceedings book entitled: Proceedings of 5th AISTSSE. In publishing process, AISTSSE and ICIESC were collaboration conference presents six plenary and invited speakers from Australia, Japan, Thailand, and from Indonesia. Besides speaker, around 162 researchers covering lecturers, teachers, participants and students have attended in this conference. The researchers come from Jakarta, Yogyakarta, Bandung, Palembang, Jambi, Batam, Pekanbaru, Padang, Aceh, Medan and several from Malaysia, and Thailand. The AISTSSE meeting is expected to yield fruitful result from discussion on various issues dealing with challenges we face in this Industrial Revolution (RI) 4.0. The purpose of AISTSSE is to bring together professionals, academics and students who are interested in the advancement of research and practical applications of innovation in education, science and culture. The presentation of such conference covering multi disciplines will contribute a lot of inspiring inputs and new knowledge on current trending about: Mathematical Sciences, Mathematics Education, Physical Sciences, Physics Education, Biological Sciences, Biology Education, Chemical Sciences, Chemistry Education, and Computer Sciences. Thus, this will contribute to the next young generation researches to produce innovative research findings. Hopely that the scientific attitude and skills through research will promote Unimed to be a well-known university which persist to be developed and excelled. Finally, we would like to express greatest thankful to all colleagues in the steering committee for cooperation in administering and arranging the conference. Hopefully these seminar and conference will be continued in the coming years with many more insight articles from inspiring research. We would also like to thank the invited speakers for their invaluable contribution and for sharing their vision in their talks. We hope to meet you again for the next conference of AISTSSE.

Imagine trusting a doctor—with the best reputation in the state—to do surgery on your eyes. Now imagine the worst of outcomes. Blindness in an eye that you learn, in fact, never needed surgery. And the medical center where you were treated is ignoring the problem. *Waking Up Blind* is the story of how an eye surgeon became the cause of an array of medical problems for his patients. It is also the story of how one of the nation's premier medical centers tried to conceal the growing scandal. The faculty who exposed the problems were punished. Official committees and the university leaders minimized the misconduct. Slowly, lawsuits and publicity brought some to light in bits and pieces. With the use of court documents, transcripts of tape-recorded conversations, interviews, and personal observation, Dr. Tom Harbin presents this case from the very beginning, uncovering all levels of wrongdoing and secrecy. *Waking Up Blind* will shock the reader with its candid exploration of the dark side of medicine.

The future belongs to humans and androids...or is that a paradox? The year is 2300. Humans and androids live in peace after a devastating singularity and years of war. Xandifer "X" Crenshaw is an android special agent who hunts down rogue androids and

dismantles them. No one evades him for very long. When a fellow android agent goes maverick and starts a killing spree, this time it's personal. And if X doesn't disable his foe swiftly and silently before the press finds out, it will shatter the alliance between humans and androids forever. X and his human partner, Shortcut won't rest until this mission is complete---unless they end up dead first. If you love science fiction thrillers, then grab your copy of *Android Paradox* today! V2.0

This book constitutes the refereed proceedings of the 48th Annual Conference of the Southern African Computer Lecturers' Association on ICT Education, SACLA 2019, held in Northern Drakensberg, South Africa, in July 2019. The 16 revised full papers presented were carefully reviewed and selected from 57 submissions. The papers are organized in following topical sections: computer programming education; system security education; software engineering education; education of post-graduate research-students; our students, our profession.

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

'If you're thinking about trying mindfulness, this is the perfect introduction....I'm grateful to Andy for helping me on this journey.' BILL GATES 'It's kind of genius' EMMA WATSON Feeling stressed about Christmas/Brexit/everthing? Try this... Demystifying meditation for the modern world: an accessible and practical route to improved health, happiness and well being, in as little as 10 minutes. Andy Puddicombe, founder of the celebrated Headspace, is on a mission: to get people to take 10 minutes out of their day to sit in the now. Here he shares his simple to learn, but highly effective techniques of meditation. \* Rest an anxious, busy mind \* Find greater ease when faced with difficult emotions, thoughts, circumstances \* Improve focus and concentration \* Sleep better \* Achieve new levels of calm and fulfilment. The benefits of mindfulness and meditation are well documented and here Andy brings this ancient practice into the modern world, tailor made for the most time starved among us. First published as *Get Some Headspace*, this reissue shows you how just 10 minutes of mediation per day can bring about life changing results.

Android Crash Course: Step By Step Guide to Mastering Android App Programming!Want to learn Android Programming? Need to learn it?Want to develop an app quick and easy?How about starting an app from scratch? Learn the step by step

of building an app through programming? PG Wizards gives you a walk through from building android apps to running them to finally testing them! And don't worry PG Wizards walks you through publishing the App as well! You will get all your basic information as well for all new programmers! Such as Operating systems & SDK and beyond! Whether you're just starting out or looking to reinforce your current skills? Perfect either way everything & anything you could think about will be in this book! The most economical buys that will get you all you need to know to learn Android programming quickly and efficiently! Purchase now and don't wait as Android Crash Course New York City's spirit has been crushed. People walk the streets with their heads down, withdrawing from one another and into the cold comfort of technology.

Teenagers Mal and Laura have grown up in this reality. They've never met. Seemingly, they never will. But on the same day Mal learns his brother has disappeared, Laura discovers her parents have forgotten her. Both begin a search for their families that leads them to the same truth: someone or something has wiped the teens from the memories of every person they have ever known. Thrown together, Mal and Laura must find common ground as they attempt to reclaim their pasts.

This fully animated portrait of Nancy Wake . . . will fascinate readers of World War II history and thrill fans of fierce, brash, independent women, alike. --LISA WINGATE, #1 New York Times bestselling author of *Before We Were Yours* BASED ON THE THRILLING REAL-LIFE STORY OF SOCIALITE SPY NANCY WAKE, comes the newest feat of historical fiction from the New York Times bestselling author of *I Was Anastasia*, featuring the astonishing woman who killed a Nazi with her bare hands and went on to become one of the most decorated women in WWII. Told in interweaving timelines organized around the four code names Nancy used during the war, *Code Name Hélène* is a spellbinding and moving story of enduring love, remarkable sacrifice and unfaltering resolve that chronicles the true exploits of a woman who deserves to be a household name. It is 1936 and Nancy Wake is an intrepid Australian expat living in Paris who has bluffed her way into a reporting job for Hearst newspaper when she meets the wealthy French industrialist Henri Fiocca. No sooner does Henri sweep Nancy off her feet and convince her to become Mrs. Fiocca than the Germans invade France and she takes yet another name: a code name. As LUCIENNE CARLIER Nancy smuggles people and documents across the border. Her success and her remarkable ability to evade capture earns her the nickname THE WHITE MOUSE from the Gestapo. With a five million franc bounty on her head, Nancy is forced to escape France and leave Henri behind. When she enters training with the Special Operations Executives in Britain, her new comrades are instructed to call her HÉLÈNE. And finally, with mission in hand, Nancy is airdropped back into France as the deadly MADAM ANDRÉE, where she claims her place as one of the most powerful leaders in the French Resistance, armed with a ferocious wit, her signature red lipstick, and the ability to summon weapons straight from the Allied Forces. But no one can protect Nancy if the enemy finds out these four women are one and the same, and the closer to liberation France gets, the more exposed she--and the people she loves--become. *Beginning Android Games, Second Edition* offers everything you need to join the ranks of successful Android game developers, including Android tablet game app development considerations. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game apps that work on

Android and earlier version compliant smartphones and now tablets. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in new Android SDK and earlier SDK releases for Android smartphones and tablets: The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game, including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean; however, this book is structured so that app developers can use earlier Android SDK releases. This book is backward compatible like the Android SDK.

Build fast and efficient Android apps that run as reliably as clockwork in a multi-device world About This Book Wide coverage of various topics that help in developing optimal applications Explore the concepts of Advanced Native Coding in depth A must-have for professional-standard Android developers for whom performance failures and the sloppy use of resources are simply unacceptable Who This Book Is For This book is aimed at developers with an advanced knowledge of Android and who want to test their skills and learn new techniques to increase the performance of their applications. We assume they are comfortable working with the entire Android SDK, and have been doing it for a few years. They need to be familiar with frameworks such as NDK to use native code, which is crucial for app performance What You Will Learn Create Android applications that squeeze the most from the limited resource capacity of devices Swap code that isn't performing Efficient memory management by identifying problems such as leaks Reap the benefits of multithreaded and asynchronous programming Maximize the security and encryption mechanisms natively provided by Android Perform efficient network operations and techniques to retrieve data from servers Master the NDK to write native code that can perform faster operations In Detail Performant applications are one of the key drivers of success in the mobile world. Users may abandon an app if it runs slowly. Learning how to build applications that balance speed and performance with functionality and UX can be a challenge; however, it's now more important than ever to get that balance right. Android High Performance will start you thinking about how to wring the most from any hardware your app is installed on, so you can increase your reach and engagement. The book begins by providing an introduction to state-of-the-art Android techniques and the importance of performance in an Android application. Then, we will explain the Android SDK tools regularly used to debug and profile Android applications. We will also learn about some advanced topics such as building layouts, multithreading, networking, and security. Battery life is one of the biggest bottlenecks in applications; and this book will show typical examples of code that exhausts battery life, how to prevent this, and how to measure battery consumption from an application in every kind of situation to ensure your apps don't drain more than they should. This book explains techniques for building optimized and efficient systems that do not drain the battery, cause memory leaks, or slow down with time. Style and approach The book follows a tutorial-based approach to take the reader from the basic fundamentals of debugging to advanced performance-improvement concepts.

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who

want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Despite a growing body of research on teaching methods, instructors lack a comprehensive resource that highlights and synthesizes proven approaches. Teaching for Learning fills that gap. Each of the one hundred and one entries: describes an approach and lists its essential features and elements demonstrates how that approach has been used in education, including specific examples from different disciplines reviews findings from the research literature describes techniques to improve effectiveness. Teaching for Learning provides instructors with a resource grounded in the academic knowledge base, written in an easily accessible, engaging, and practical style.

**THE NEW YORK TIMES BESTSELLER • NAMED ONE OF THE BEST BOOKS OF THE YEAR** by Booklist • Kirkus Celebrate all the ways love makes us who we are with the romance that Entertainment Weekly calls "wise, wildly unique"--from the bestselling co-author of Nick and Norah's Infinite Playlist and Will Grayson, Will Grayson--about a teen who wakes up every morning in a different body, living a different life. Now a major motion picture! Every day a different body. Every day a different life. Every day in love with the same girl. There's never any warning about where it will be or who it will be. A has made peace with that, even established guidelines by which to live: Never get too attached. Avoid being noticed. Do not interfere. It's all fine until the morning that A wakes up in the body of Justin and meets Justin's girlfriend, Rhiannon. From that moment, the rules by which A has been living no longer apply. Because finally A has found someone he wants to be with—day in, day out, day after day. With his new novel, David Levithan, bestselling co-author of Will Grayson, Will Grayson, and Nick and Norah's Infinite Playlist, has pushed himself to new creative heights. He has written a captivating story that will fascinate readers as they begin to comprehend the complexities of life and love in A's world, as A and Rhiannon seek to discover if you can truly love someone who is destined to change every day. "A story that is always alluring, oftentimes humorous and

much like love itself—splendorous.” —Los Angeles Times

This book contains the proceedings of the five high-quality workshops organized at the Second European Conference on Service-Oriented and Cloud Computing, ESOC 2013, held in Malaga, Spain, in September 2013. The workshops are: Cloud for IoT (CLIoT 2013), CLOUD Storage Optimization (CLOUSO 2013), 12th International Workshop on Foundations of Coordination Languages and Self-Adaptive Systems (FOCLASA 2013), First Workshop on Mobile Cloud and Social Perspectives (MoCSoP 2013), and the 3rd International Workshop on Adaptive Services for the Future Internet (WAS4FI 2013). The 29 papers presented were carefully reviewed and selected from 51 submissions. They focus on specific topics in service-oriented and cloud computing domains: cloud environments, smart connectivity, context-aware computation, cloud for IoT, storage clouds, coordination languages, formal approaches to modeling and reasoning, self-systems, services for mobile devices, wireless sensor networks. For the millions of Americans who want spirituality without religion, Sam Harris's latest New York Times bestseller is a guide to meditation as a rational practice informed by neuroscience and psychology. From Sam Harris, neuroscientist and author of numerous New York Times bestselling books, *Waking Up* is for the twenty percent of Americans who follow no religion but who suspect that important truths can be found in the experiences of such figures as Jesus, the Buddha, Lao Tzu, Rumi, and the other saints and sages of history. Throughout this book, Harris argues that there is more to understanding reality than science and secular culture generally allow, and that how we pay attention to the present moment largely determines the quality of our lives. *Waking Up* is part memoir and part exploration of the scientific underpinnings of spirituality. No other book marries contemplative wisdom and modern science in this way, and no author other than Sam Harris—a scientist, philosopher, and famous skeptic—could write it.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Android Crash Course Step by Step Guide to Mastering Android App

Programming Createspace Independent Publishing Platform

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

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! *Effective Java™, Second Edition*, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming



challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, *Effective Java™, Second Edition*, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Nominated for the Hugo Award for Best Novel 2018 Nominated for the Nebula Award for Best Novel 2018 In this Hugo nominated science fiction thriller by Mur Lafferty, a crew of clones awakens aboard a space ship to find they're being hunted-and any one of them could be the killer. Maria Arena awakens in a cloning vat streaked with drying blood. She has no memory of how she died. This is new; before, when she had awakened as a new clone, her first memory was of how she died. Maria's vat is one of seven, each one holding the clone of a crew member of the starship Dormire, each clone waiting for its previous incarnation to die so it can awaken. And Maria isn't the only one to die recently... Unlock the bold new science fiction thriller that Corey Doctorow calls Mur's "breakout book".

From the acclaimed Booker Prize-winning author comes a dazzling novel of family, love and love's disappointments Anna's aged mother is dying. Condemned by her children's pity to living, subjected to increasingly desperate medical interventions, she turns her focus to her hospital window, through which she escapes into visions of horror and delight. When Anna's finger vanishes and a few months later her knee disappears, Anna too feels the pull of the window. She begins to see that all around her, others are similarly vanishing, yet no one else notices. All Anna can do is keep her mother alive. But the window keeps opening wider, taking Anna and the reader ever deeper into an eerily beautiful story of grief and possibility, of loss and love and orange-bellied parrots. Hailed on publication in Australia as Richard Flanagan's greatest novel yet, *The Living Sea of Waking Dreams* is a rising ember storm illuminating what remains when the inferno beckons: one part elegy, one part dream, one part hope.

WINNER OF THE JEWISH QUARTERLY WINGATE PRIZE 10 WOMEN TO WATCH IN 2017--BookPage A New York Times Notable Book of 2017 After one night's deadly mistake, a man will go to any lengths to save his family and his reputation.

Neurosurgeon Eitan Green has the perfect life--married to a beautiful police officer and father of two young boys. Then, speeding along a deserted moonlit road after an exhausting hospital shift, he hits someone. Seeing that the man, an African migrant, is beyond help, he flees the scene. When the victim's widow knocks at Eitan's door the next day, holding his wallet and divulging that she knows what happened, Eitan

discovers that her price for silence is not money. It is something else entirely, something that will shatter Eitan's safe existence and take him into a world of secrets and lies he could never have anticipated. *WAKING LIONS* is a gripping, suspenseful, and morally devastating drama of guilt and survival, shame and desire from a remarkable young author on the rise.

A hands-on guide to building mobile applications, *Professional Android Application Development* features concise and compelling examples that show you how to quickly construct real-world mobile applications for Android phones. Fully up-to-date for version 1.0 of the Android software development kit, it covers all the essential features, and explores the advanced capabilities of Android (including GPS, accelerometers, and background Services) to help you construct increasingly complex, useful, and innovative mobile applications for Android phones. What this book includes An introduction to mobile development, Android, and how to get started. An in-depth look at Android applications and their life cycle, the application manifest, Intents, and using external resources. Details for creating complex and compelling user interfaces by using, extending, and creating your own layouts and Views and using Menus. A detailed look at data storage, retrieval, and sharing using preferences, files, databases, and Content Providers. Instructions for making the most of mobile portability by creating rich map-based applications as well as using location-based services and the geocoder. A look at the power of background Services, using threads, and a detailed look at Notifications. Coverage of Android's communication abilities including SMS, the telephony APIs, network management, and a guide to using Internet resources Details for using Android hardware, including media recording and playback, using the camera, accelerometers, and compass sensors. Advanced development topics including security, IPC, advanced 2D / 3D graphics techniques, and user–hardware interaction. Who this book is for This book is for anyone interested in creating applications for the Android mobile phone platform. It includes information that will be valuable whether you're an experienced mobile developer or making your first foray, via Android, into writing mobile applications. It will give the grounding and knowledge you need to write applications using the current SDK, along with the flexibility to quickly adapt to future enhancements.

Master the art of programming games for Android using the Unity3D game engine. This book will help you understand basic concepts of game development in Unity. By the end of *Beginning Unity Android Game Development*, you will have the knowledge to confidently build an Android game. The book starts by explaining simple programming concepts to make beginners comfortable with the jargon. You will then learn to navigate around the Unity interface and use basic tools (hand, move, rotate, scale, and rect). You will also be acquainted with the creation of basic 3D objects in the game while understanding the purpose of several of Unity's windows. In the last chapters, you will learn to create a simple game for Android using the concepts studied in the previous chapters. Scripts will be written to handle the behaviors of the player and enemies as well as to handle other aspects of the game. The author shares tips along the way to help improve in-game performance, such as switching to the universal rendering pipeline when targeting mobile platforms. At the end of the book, you will have a solid knowledge in making basic Android games that can be upgraded later to make more complex games. What You Will Learn Explore basic Unity and C# programming

concepts and scripting for Android games Navigate around the Unity interface and use its basic tools Make the most of popular components and features of Unity Write an Android game with optimizations Who This Book Is For Absolute beginners learning to program games for the Android platform using Unity3D. Basic knowledge of programming would be beneficial for the reader but is not required.

In *Pro Unity Game Development with C#*, Alan Thorn, author of *Learn Unity for 2D Game Development* and experienced game developer, takes you through the complete C# workflow for developing a cross-platform first person shooter in Unity. C# is the most popular programming language for experienced Unity developers, helping them get the most out of what Unity offers. If you're already using C# with Unity and you want to take the next step in becoming an experienced, professional-level game developer, this is the book you need. Whether you are a student, an indie developer, or a seasoned game dev professional, you'll find helpful C# examples of how to build intelligent enemies, create event systems and GUIs, develop save-game states, and lots more. You'll understand and apply powerful programming concepts such as singleton classes, component based design, resolution independence, delegates, and event driven programming. By the end of the book, you will have a complete first person shooter game up and running with Unity. Plus you'll be equipped with the know-how and techniques needed to deploy your own professional-grade C# games. If you already know a bit of C# and you want to improve your Unity skills, this is just the right book for you.

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 through Eclipse.

*Android Forensics: Investigation, Analysis, and Mobile Security for Google Android* provides the background, techniques and analysis tools you need to effectively investigate an Android phone. This book offers a thorough review of the Android platform, including the core hardware and software components, file systems and data structures, data security considerations, and forensic acquisition techniques and strategies for the subsequent analysis required. This book is ideal for the classroom as it teaches readers not only how to forensically acquire Android devices but also how to apply actual forensic techniques to recover data. The book lays a heavy emphasis on open source tools and step-by-step examples and includes information about Android applications needed for

forensic investigations. It is organized into seven chapters that cover the history of the Android platform and its internationalization; the Android Open Source Project (AOSP) and the Android Market; a brief tutorial on Linux and Android forensics; and how to create an Ubuntu-based virtual machine (VM). The book also considers a wide array of Android-supported hardware and device types, the various Android releases, the Android software development kit (SDK), the Davlik VM, key components of Android security, and other fundamental concepts related to Android forensics, such as the Android debug bridge and the USB debugging setting. In addition, it analyzes how data are stored on an Android device and describes strategies and specific utilities that a forensic analyst or security engineer can use to examine an acquired Android device. Core Android developers and manufacturers, app developers, corporate security officers, and anyone with limited forensic experience will find this book extremely useful. It will also appeal to computer forensic and incident response professionals, including commercial/private sector contractors, consultants, and those in federal government. Named a 2011 Best Digital Forensics Book by InfoSec Reviews Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.

What's being widely regarded as "one of the most life changing books ever written" may be the simplest approach to achieving everything you've ever wanted, and faster than you ever thought possible. What if you could wake up tomorrow and any-or EVERY-area of your life was beginning to transform? What would you change? The Miracle Morning is already transforming the lives of tens of thousands of people around the world by showing them how to wake up each day with more ENERGY, MOTIVATION, and FOCUS to take your life to the next level. It's been right here in front of us all along, but this book has finally brought it to life. Are you ready? The next chapter of YOUR life-the most extraordinary life you've ever imagined-is about to begin. It's time to WAKE UP to your full potential...

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)

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

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